

TEEN TITANS PS2/XBOX/GAMECUBE STRATEGY GUIDE

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TIPS & TRICKS

MARCH
No. 133
2006

THE #1 VIDEO-GAME TIPS MAGAZINE

24™

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Letter from the Editors

TIPS & TRICKS is celebrating its 12th anniversary in the spring of 2006. We're very grateful to the readers who helped us get this far; your support has allowed us to keep *TIPS & TRICKS* moving forward while lots of other magazines have died. Even if you don't buy *TIPS & TRICKS*—if you're reading a friend's copy or just checking it out at the grocery store and talking to other people about it—you're still helping us to spread the word and build a strong identity as The #1 Video-Game Tips Magazine.

As you can imagine, it's been tough for print magazines to compete with the Internet, which can deliver news, reviews, previews and cheat codes almost instantaneously...and usually for free! But we believe—as strongly as ever—that *TIPS & TRICKS* has a unique purpose, and that our audience is best served by ink on paper. We've been fortunate enough to be able to prove it, month after month, because our readers seem to appreciate what we do and the magazine has continued to sell well. But it's becoming clear that many magazine publishers don't have as much confidence in their products or as much faith in their readers as we do. Some of them have been gradually abandoning the newsstands and investing more money and manpower in online publishing, hoping that they can establish the same kind of credibility and following on the Web as they have enjoyed in print.

We'd like to send a message to these publishers—and to the video-game industry—that print magazines are worthy of preservation and continued nurturing. And the best way to do that is to ensure that *TIPS & TRICKS* continues to thrive as a print magazine. We're doing everything we can to deliver content that is well worth the cover price, but sometimes our efforts go unnoticed. And that's where you can help. Here are some things that you can do to keep *TIPS & TRICKS* alive and well for the foreseeable future:

- Obviously, **buy a copy every once in a while...** or better yet, subscribe! If you hear that there's something in the current issue that you're interested in, don't be a cheapskate and beg somebody on a message board to scan the pages for you to read. Get your own copy; we promise you won't be disappointed.

- If you're at a store and you see *TIPS & TRICKS* all the way in the back of the magazine rack, do us a huge favor and **put the magazine up front** where everybody can see it. It's hard to attract new readers when people can only see the top 25% of our cover.

- If you see an ad in *TIPS & TRICKS* that mentions a mailing address or Web site that you can contact for more information about the product being advertised, **drop them a line** and tell them you read about it in *TIPS & TRICKS*. Advertisers who get feedback from readers of a specific magazine will be more likely to do business with that magazine in the future. We don't rely on advertising for the majority of our revenue the way most of our competitors do, but we would not be as profitable without ads. And if we're not making a profit, we're not in business.

- You know those little warranty cards that come inside the box when you buy a game or game system? The game companies use them to get feedback about their consumers, and they often ask which game magazines you read, because it helps them to decide which magazines they should be advertising in. If you **send in the card** and tell them that you read *TIPS & TRICKS*, we'll get more love from the game publishers. You may also get your name added to that company's mailing list, which in some cases may qualify you to receive free products or promotional items from them.

- We know that we'll never be able to prevent people from copying our cheat codes and posting them on Web sites and message boards, but if you're one of those compulsive types who insists on stealing our work, at least have the decency to admit that you got the codes from *TIPS & TRICKS*. Sure, it makes you feel like a big shot when you claim that you discovered the codes yourself, but put yourself in our shoes: You'd be bummed if you spent days testing every single possible password for a game like *Frogger: Ancient Shadow*—on several different game systems—only to have some stranger type them in and be hailed as a hero. **Give us credit!**

If you enjoy *TIPS & TRICKS* as much as we enjoy making it, you can help us to keep growing by performing any of these trivial tasks. You'll be doing your part to ensure that as long as there are video games, *TIPS & TRICKS* will be there to help you beat them. Thanks in advance!

—The Editors

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Strategy Guides

06	24: <i>The Game</i>	06
06	Teen Titans	16
06	Full Auto	22
06	Chibi-Robo!	28
06	Grand Theft Auto: San Andreas	38
06	Halo 2	40

Previews

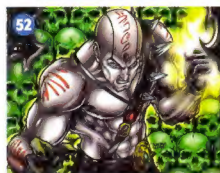
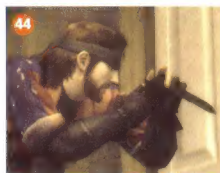
42	Select Game Previews
49	Upcoming Game Release Calendar

Departments

50	Reader Mail
	Your thoughts, comments and questions...and our responses to them
52	Gaming Gear
	The latest video-game hardware, accessories and peripherals
53	Online Gamer
	Get connected to the world of online console games
54	Gaming 2 Go
	Your source for mobile gaming news, previews and tips
56	Sports Desk
	News and notes from the wide world of sports video games
58	Japan Report
	The newest video games, hardware, toys and updates from Japan
60	Final Fantasy World
	Find out what's happening with Square Enix's <i>Final Fantasy</i> series
62	Collector's Closet
	How to build, maintain and preserve your video-game collection

Codes

64	PlayStation 2
72	GameCube
78	Xbox
86	Game Boy Advance
92	Nintendo DS
94	PSP
96	Action Replay/GameShark
98	Mystery Codes

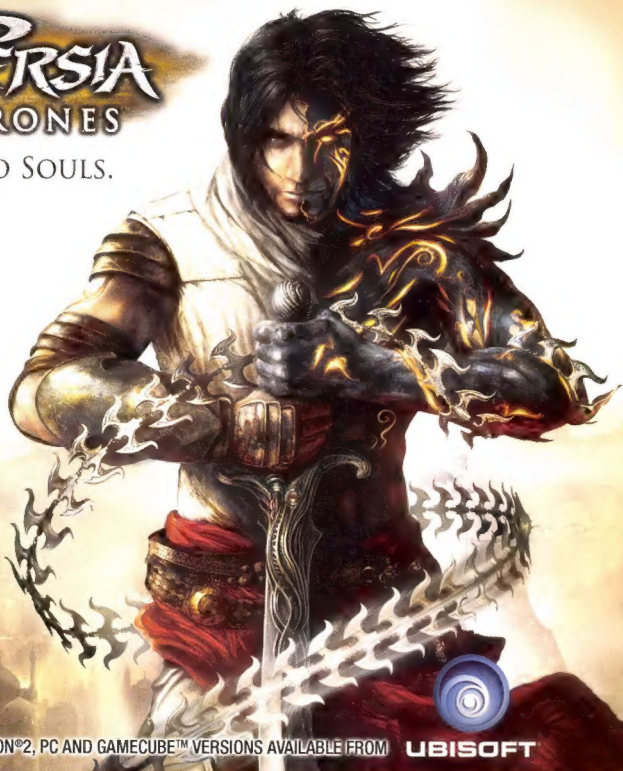
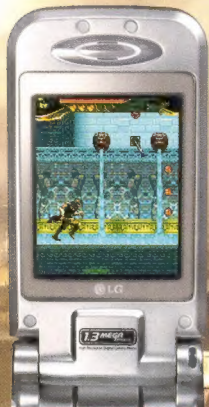


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24™

THE GAME

MISSION RANKINGS

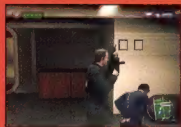
You can blast through most of *24: The Game* and still get to the end, but the true challenge is in attaining "Special Agent" status. You'll also be rewarded with many bonus features, like production art and even interviews with the 24 cast! Any completed mission can be replayed at any time by selecting "Missions" in the "Previously on 24..." menu. Here are a few points to keep in mind as you take up the challenge:



• Your performance in each mission is rated and given an overall percentage in the Mission Rankings screen. A special Bonus Feature will become unlocked if you score 90% or higher. There are 58 bonuses for the 58 Missions in the game. There are three types of

bonuses: character models, art images and special movies. You can check out the bonuses by selecting "Missions" in the "Previously on 24..." menu.

• Since a performance rating of 90% gives you a bonus, you don't have to exactly match the scoring criteria for each mission. Depending on the mission, some requirements carry more weight. The Accuracy rating, however, is usually the difference maker...and it will increase in difficulty as the game goes on. The key to getting an excellent Accuracy rating is to refrain from using any shotguns and to stick to headshots with a pistol when possible. The spray of the shotgun blast really hinders the Accuracy rating. Also, be careful with assault rifles and machine guns, since they tend to keep dispensing rounds even after your target falls.



Walk up to them and press **X** to restrain them. Innocent civilians can also be restrained if you tell them to "Take Cover" with the **R2** button.

• The game will penalize you for using Health Packs or tapping into Health Stations. Body Armor and Adrenaline Packs are never counted, so always seek them out for extra protection. If you need health, try sticking to Health Stations and juicing up only a few bars, since the pre-packaged Health Pack carries big penalties.



24: The Game gives fans an opportunity to see a "missing" day that happens between Seasons 2 and 3 of the hit TV drama. Many questions were left unanswered when Season 3 started: Why was President Palmer assaulted? How did Chase Edmunds become Jack Bauer's partner? When did Jack's daughter, Kim Bauer, join CTU? The game fills in these gaps. From the split-screen montages to the famous ticking clock, the game plays out just like the TV show. The majority of the cast from the show, including Kiefer Sutherland, provide voiceovers and likenesses in *24: The Game*, making it one of the most authentic TV-to-game productions ever made. Get ready for the longest day of your life!

WALKTHROUGH

6:00 AM-7:00 AM

1. STORMING THE SHIP



Even though this is the first level, the game throws you right into the line of fire! Practice making headshots right off the bat. When you get outside to the deck, the split screen will show a man sitting beside explosive barrels. Aim at the barrels and take him out. A countdown will commence once you step out to the deck—you'll have four minutes before the Ricin is released. Your squad will alert you to the bomb once you get to the end. Go upstairs and step in the yellow circle. Bonus: SWAT Member character

2. RICIN WIRED TO BLOW

You definitely want this bonus! Puzzle target: 45 seconds. Trace the colored wires from the yellow box back to the start. Once you start selecting boxes, the clock will start ticking and won't stop until you make another selection. When you get on a yellow box, however, you're safe. This puzzle has three Waypoints, or yellow boxes.



BONUS: Interview with Reiko Aylesworth movie

7:00 AM-8:00 AM

3. CHASE FOUND OUT



Triggered alarms will heavily affect your score, so keep the guards away from the switches! Chase will need to destroy four comm. points. Fortunately, the cutscenes will show you the location of each one when you enter the room. Climb up the ladder in the large circular room. As soon as

you enter the bunker hub room, the cutscene will show a guy hanging out on the second level near the alarm. You need to kill him quickly before he triggers it or use stealth to take him out.

After destroying the last comm. point, grab the green Security Room Key Card and head back to the door that's lit up in red near the beginning of the level. You will meet some resistance on the way back. Use the security card key and enter. Find the yellow base lockdown switch and activate it (the time limit will cease). Use the elevator next door. You can ride the jeep, but it's probably better to just run and gun. Target, your first target, will be waiting at the bottom of the ramp along with his underlings. He will hide behind a cement column and peek out to shoot. Carr, your second target, will be at the bottom of the last ramp, guarded by his thugs. He will hide behind the crates. A two-minute countdown will start once he is killed. Run back to the ramp marked "Exit" and step into the yellow circle.



BONUS: Carr character

8:00 AM-9:00 AM

4. FOLLOWING DANIELS



Get to Daniels' place first. Pressing the L2 button brings up the city map, a very helpful function when driving. Daniels will take off when you get there. Stay on his tail. He will make some sudden turns into alleys—don't lose him. Once he

gets on the freeway, gunmen will fire from the back door. Keep your distance and avoid the exploding cars. Once he gets off the freeway, he will head into an underground parking lot.



BONUS: [Screenshot of a bonus scene]

9:00 AM-10:00 AM

6. INTERROGATING DANIELS



When the conversation stops and the graph moves up to the forefront, you must make a button selection immediately. Daniels will suddenly get agitated or recusive, drifting away from the "safe zone"—that's when you bring him down with the X button or get him

worked up with the A button. Don't press the coaxing button (□) until you can get the stress line into the safe zone. The green meter to the right will keep rising after every successful info extraction.



When there's only one green bar left to fill it up, you will enter the Breaking Stage. The stress line will move wildly up and down the graph and you must hit the O button right inside the safe zone.

BONUS: [Screenshot of a bonus scene]

10:00 AM-11:00 AM

9. PDA DISCOVERED



All you have to do is press the X button when the yellow circle lands on a blue block and the A button when it lands on a red block. It gets faster, so you have to be careful about not

late when it's switching to another block. You will then be presented with the familiar Sequence Analyzer puzzle.



BONUS: [Screenshot of a bonus scene]

10. HO SHIN'S SHOP



Property Damage is the only thing you need to worry about when going for the score. Here's the fastest way to get through the conversation—Selection 2, Selection 3, Selection 2, Selection 1, Selection 3. You will be let into the back room to find Mr. Shin, but of course,

it's the guy you were just talking to. Go back out to the store and you will see Shin running out the side door into the alley. If you already have the Run button (X) held down, you can immediately get behind Shin. Shin's first move will be making a slight



5. DANIELS TAKEDOWN



Get into the black van at the end of the parking lot and smash through the fence. In the facility, a cutscene will show an assailant sneaking into the loading bay just before you enter. He will surrender easily and give up a radio, which will allow you to hear the communications of the enemy. If

you're having trouble with the Sequence Analyzer for the security door, just focus on getting the first letter locked in; the rest will fall into place easier. Upstairs, in the area with the paint supplies, it's crucial that you restrain the lady civilian running down the hall—she's the sole civilian restraining requirement on this mission. There is also a Body Armor behind one of the boxes marked "Fragile." Once you get up to where Daniels is cooped up, take out his bodyguards first, then make Daniels surrender instead of killing him.



BONUS: [Screenshot of a bonus scene]

7. SNIPER SEARCH



You'll need to use the Sniper-Scan in order to find potential snipers in the buildings along the VP motorcade's path. Go through each building and each floor one by one. The guys standing on the outside part of the building are the snipers, since they're perched along the windows. Make

sure you choose the guys along the path of the motorcade.

BONUS: [Screenshot of a bonus scene]

8. TAKING OUT THE ENEMY

Two waves of snipers will be called out by Michelle. Civilian casualties must be avoided—there are two targets that will be identified as civilian. Use the right analog stick to zoom in and out of the targets.



BONUS: [Screenshot of a bonus scene]

11:00 AM-12:00 PM

right turn to grab the first trash bin and to shove it in your way. If you can run past the trash bin to the left, just as he shoves it, you can easily apprehend Shin as he comes back around into the alley. Otherwise, it's a pretty difficult chase, with Shin knocking everything in your path, but you can eventually catch up to him. If you chase him long enough and never catch him, he will get run over by a car and you'll lose your lead.

BONUS: [Screenshot of a bonus scene]

11. TO LEE JIN YU'S APARTMENT

Grab the car just outside the alley and just tap the pedal to the metal, baby.



BONUS: [Screenshot of a bonus scene]

12:00 PM-12:00 PM

12. TONY'S UNEXPECTED FIND



Equip your P7 pistol as soon as the level starts. You must restrain both five enemies and five civilians in order to get a decent ranking, so be wary of your trigger finger. Use that R2 button and have Almeida yell at everyone he sees. Always use the side of doorways as cover. In the final room, there's a guy holding Lee Jin hostage. Take out the other baddies first, then carefully aim at the guy holding Yu and squeeze one into his head to end the mission.

BONUS: [Screenshot of a bonus scene]

12:00 PM-1:00 PM

13. BRINGING IN LEE JIN YU



You will be aggressively pursued by a white car and a gray van. Quickly get on the freeway via the nearby tunnel. Follow along the yellow dots on the map to get to your destination—you're basically following the freeway signs that say "Downtown East." Make a left as soon as you get off the freeway and head back to CTU. The key is to minimize your damage (\$1,000 target), although the scoring is pretty lax here.

BONUS:

1:00 PM-2:00 PM

15. M3



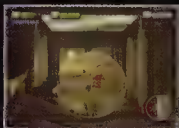
Michelle is no slouch with the gun. In fact, she doesn't need to restrain anybody here—kill them all! You can command Kim to wait so you can clear out areas ahead of you. Along the way, you must help out your fellow CTU employees. One guy will be taken hostage, so hold your fire when necessary. One thug will be in the conference room holding up a bunch of people. Make your way to the stairway and go down to the first floor. Keep Kim from harm. Make your way through the boiler room and step into the glowing circle near Room M3 (panic room) to end the mission.

BONUS:

16. KIM GOES BACK IN



Grab the Stun gun and head out the door. A cutscene will show two guards heading down the hall. Go through the room marked "Briefing P3 R4" to cut through the area. Use the Circuit Breaker device to open the door (two Waypoints). Sneak up to the guard on the other side of the door and stun him. The game will tell you to hide the body, but you can just go ahead and follow the yellow marker to the stairs. When you get up to the third floor, take cover by the shelf as soon as you enter the hall. A guard will come right up to



14. STOPPING THE METRO ATTACK



Panic in the subway! Warning civilians and restraining them is important here. You can command your team-mates as well. Sometimes your squad will get trigger-happy, making it difficult to make your enemy restraining quota, so you may have to tell them to stay behind at times.

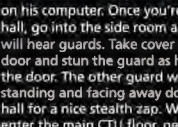
Make your way through the subway station. One of the thugs will be holding a civilian as hostage; shoot him carefully in the head. When you get to the last subway platform, you will see a cutscene of Cain running down the subway tunnel. You will have two minutes to get Cain before he triggers the gas bomb. Take out the rest of the baddies, and make your way down the tunnel. There are nooks within the tunnel, so you can tuck yourself away if you see a train approaching. Get toward the end of the tunnel where you can enter a door. Make your way down to the end to automatically apprehend Cain.

BONUS:

the shelf, but he'll turn around—stun him when he's not looking. He has a MSK Deutsche if you choose to equip it, but if you're going for the stun score, you have to zap three more thugs. You'll need to stay in stealth mode so you can get to the vents without being detected. Once you're in the vents, don't push UP all the way on the right analog stick, otherwise Kim will run through the vents and make too much



noise—keep it slightly forward so she walks slowly. Once outside, there will be two guards near the computers. It may be a good idea to equip a gun here, since Kim is a little outnumbered. After taking care of the guards, go to the other side to enter the second vent. Now that you're done with the vents, enter the office and zap the guard who's busy



on his computer. Once you're in the hall, go into the side room and you will hear guards. Take cover by the door and stun the guard as he passes the door. The other guard will be standing and facing away down the hall for a nice stealth zap. When you enter the main CTU floor, get the green Data Room Access Card key from Almeida's office. Stay on the upper level and head to the Data Room to end the mission.

BONUS:

2:00 PM-3:00 PM

17. TO THE ROOF



No surrender—take them all out. Your first order of business is to get to the stairs; it's pretty much the same route as Kim took earlier. You'll meet heavy resistance along the way, but it's nothing Jack can't handle. There is a health station in the storage room, where you will be assaulted by three gunmen. Get up to the third floor. Grab the Adrenaline pack in the restroom (you may need it for the upcoming helicopter battle). Since you're armed, you don't need to sneak through the vents; just blast away. Once you get to the armory, Jack will recite the passcode for the door—it's 710538. Grab all the weapons and ammo in the room, including the Body Armor. You now have two minutes to go back to the stairway and get up to the roof. You'll meet some resistance along the way—make sure you have your Body Armor intact by the time you confront the helicopter. The chopper is probably the toughest chal-



lenge in the game, but once you have the patterns down, it'll seem like child's play. The key is to keep moving and hide behind the large square structures on the rooftops when the helicopter is unloading its machine gun. Do not go up the ladder and expose yourself. The chopper fires in bursts, so you have time to peek out and take shots at it before it starts up again. When you peek out the first time, lock on to the chopper with L1 and keep the button held down the entire time so you'll always have the chopper in your scope when you step out to fire. The chopper will occasionally land and drop off a few thugs, giving you a great opportunity to squeeze some more bullets into it. If the chopper manages to stay alive at minimal health, it will fly high into the air and fire from above. You will need to aim the gun high, at almost the 12 o'clock position, to lock on and finish it off. If you've been locked on the whole time, however, you should be able to take it down before it has a chance to unload a second set of thugs.



BONUS:

CONTINUED

2:00 PM-3:00 PM CONTINUED

18. CHASE UNDERCOVER



You must get around the police blockade to enter the freeway. Follow all the freeway signs to "Koreatown West." The pursuing police cars use a side-swiping tactic that can be easily avoided: Simply slow down a little and turn the wheel the other way so the cop car swerves into the wall. Collisions

will slow you down considerably, so keep your eyes on the road! As you get off the freeway, you'll need to smash through two more

blockades. Once you enter Koreatown, however, the cops turn ruthless, making it extremely difficult to lose the heat and park at your destination.

There can be up to five cop cars chasing you at one time! The best way to lose them is to swerve in and out of traffic. Some cop cars will eventually blow up if they take enough damage. Make sure you use plenty of hand-brake maneuvers (R1) to scatter the cops into a giant traffic heap. The cops are so crazed that it's almost like a bullfight, so use their recklessness to your advantage. When all is clear, you'll see a tall yellow beacon appear in the alley allowing you to make the switch.



BONUS:

3:00 PM-4:00 PM

20. TO THE AGENCY

You have about two minutes and 15 seconds to get to the destination. Run right up to the black SUV and drive like mad. Unfortunately, you have to hear Madsen's ridiculous yapping the entire time...so the faster you get there, the better!



BONUS:

21. THROUGH THE AGENCY



Go up to the receptionist and tell her you're with the tour. Tell her to just give you the pass since you're late. She will ask if you're Mr. Linnell, so just say yes. Don't argue, just hand in your weapon. OK, you're in! Find the tour group past the security gate and join them in the tour. Don't go wan-

dering off—stick with them all the way until they make the first stop. Madsen will alert you to some lockers in the room. Head over to them and he will give you the passcode—892591—to open one of the lockers.

Grab the Agency Security Pass and immediately rejoin the tour group. The



4:00 PM-5:00 PM

22. JACK IS CHASED



You have three selections to drive: the sports car, police car or SUV. I'd go with the sports car since it can pretty much outrun the other vehicles, but it's not as tough as the other two. Take the freeway and follow all the signs to "Koreatown South." Like Chase's driving sequence, losing the

heat at the end is a royal pain once you enter Koreatown. Once again, weave in and out of traffic and handbrake into corners. Once you see that yellow beacon near the safe house, then you're home free. The Driven Vehicle Damage rating is pretty lenient at \$3,000.



BONUS:

19. REBOOT



need to input with the keypad. You can always go into the Options menu and turn the subtitles on! The last part is a new puzzle which involves planning and memorizing a connection path from "Start" to "Target" before



BONUS:

This decoding process involves three parts. You should already be familiar with the first part, except this time the Δ button has been added to correspond to the additional green block. In the next session, Tony will call out two sets of numbers which you



preview time runs out (about 30 seconds). You'll have to memorize where all the bad nodes are so you won't connect to them by mistake when it's time to put them together. You have three chances to get it right.

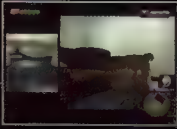
group will head upstairs and stop on the balcony for their second break. Quickly run into the room that the group just passed and use the computer to the right. Don't worry about the guard on



the split-screen; just hold down the button until the computer is finished, then jet back to the balcony and rejoin the tour. At the next group stop, continue down the hall and do a takedown on the guard around the corner. Take his security card and hide his body behind the

chairs on the yellow circle marker. Be wary of the camera on the split-screen, if you get spotted, the tour's over. Quickly run back to your antisocial friends on the tour. When you get to the cafeteria, you can leave the tour and head

right over to the security check, marked by the yellow circle. Go to the Equipment Room and use the Circuit Breaker device to open the door. These rooms have thermal detectors, so you cannot stand in one spot for too long—quickly grab the Sat-Uplink Cable from the shelf with the cardboard boxes. Hack the Tech Room door and enter. You have just enough time to run in, retrieve the files and run out before you are detected. Finally, crack the security door near the stairway area and just run through the thermal detectors to access the stairs. Go up to the roof, hook up to the satellite dish and input the codes as Madsen reads them off to you.



BONUS:

23. MADSEN ATTACKED



Chase must protect Madsen or the mission will fail. Climb up the water tower and grab the sniper rifle from the dead guy. Kill as many enemies as possible from the tower. Shoot at the yellow explosive tanks to make your job easier. An armored truck will eventually crash through the build-

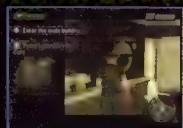
ing and Madsen will tell you to come back and protect him. Grab the M5K Deutsche by the entrance and start firing away at the folks below. They will keep streaming through the door—keep Madsen protected until the flow of gunmen comes to a halt.



BONUS:

5:00 PM-6:00 PM

24. CHASE INFILTRATES THE TECH LAB



Stealth is the only thing that's going to get you through this level. You might as well put away the Stun Gun, or the office workers are going to have a fit. Go up to the receptionist and wait until she finishes what she's doing (she's not ignoring you). When she goes into the back room, quickly

grab the green Laboratory Scan Card and get back in front of the counter. She will leave again, allowing you to enter the facilities using the card key. Immediately take cover behind the water cooler, evade the guard and enter the closest door. The office employees may ignore you at first, but if you hang around too long, they will alert the guards...so keep moving! Walk through the office, out to the hall and into the storage room, where you should wait for a guard to pass. Slowly walk out into the courtyard and into the next section of the build-



ing. In the lab, wait until the scientist turns away so you can walk across the room. Unlike office workers, lab technicians squeal like girls and will push the alarm as soon as they see you. As you get further into the lab, you will need to use the cement columns to evade multiple scientists.

At the Retinal Scan Secure Zone, you will play the Circuit Breaker puzzle to hack the door. The next areas have security cameras all over the place. You will need to hide behind objects as you make your way through the rooms. In the room with the scientist, you need to sneak into the small room next door and collect the synchronizer. You can pretty much walk through the rest of the way as long as the lab techs have their backs to you. You need to use stealth and sneak by the chimpanzees or they will alert the guards. You might as well break out the Stun Gun and zap the last few guards on the way out.

BONUS: [How to Hack the Circuit Breaker](#)

6:00 PM-7:00 PM

25. QUESTIONING DONNA



Donna is annoyingly erratic, thanks to her drug habit. She will start drifting away if you don't keep her alert, so keep the questions coming. After answering a few questions, she'll suddenly start panicking and the graph will move violently up and down. Instead of pressing the \times or Δ button

to balance her psyche, you need to hit the \square button exactly on the safe zone while the line is swinging up and down. The same goes for the break button; you will need to nail it right on. If you keep missing the safe zone while she's panicking, she may become unresponsive and you will need to waste questions just to revive her.

BONUS: [How to Balance Donna's Psyche](#)

7:00 PM-8:00 PM

27. JACK TRACKS KIM TO MADSEN'S BASE



You will need to continually check your map by holding down L2, since the tracking location will change each time you reach a destination. The tracking device will lead you to three different spots before finally taking you deep into the L.A. River basin.

BONUS: [How to Track Kim](#)

8:00 PM-9:00 PM

29. ESCAPE FROM MADSEN'S BASE



Kim should have stuck with the stunner, because she's pretty useless with a gun. However, you don't have to worry about her too much since she takes cover automatically when bullets start to fly. The goons come after you right off the bat, so

get your target ready as soon as the level loads. You can use Kim as "bait" in some instances—the thugs will tend to focus on her while you come around and get them from behind. It's a good idea to pick up the assault rifle.



26. GOING AFTER DEL TORO



Del Toro's drug pen is filled with junkies packing guns, but you need to restrain the more passive addicts as civilians. Make your way through the building by taking cover at every entrance. The game's enemies are definitely starting to get smarter now, so be careful. At the top of the

building, you will meet considerable resistance that culminates in a final shootout.

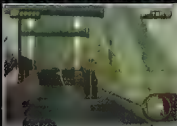
BONUS: [How to Go After Del Toro](#)

28. JACK HEADS INTO MADSEN'S BASE



At the start of the level, head over to the boxes near the searchlight. The guard will stop right under the light at the corner of the building, so you won't be spotted. Do a Stealth Take-down when he's looking away. Instead of dragging the body out of sight, hide behind the crates and let the

next guard see the body. Sneak up from behind and snap his neck before he notices what's going on and enter the building. Immediately walk across to the other side where you see the health pack. Get on the conveyor belt and stealth-kill the two guards on the other side. Turn right and go up the steps to the next area. Keep your silencer pistol equipped and keep an eye out for the guard down below—he will trigger the alarm if he notices you. When you get back outside, beware of the surveillance camera on the wall. The camera can be shot and destroyed. Stay in the shadows and away from the searchlights; you should reach the destination marker without any problems.

BONUS: [How to Head into Madsen's Base](#)

and equip it early—it's going to be a shootout. Heavy resistance will be waiting for you once you enter the hangar. After clearing out the hangar, it's a good idea to command Kim to "Wait," since waves of baddies will come flowing in through the door once you get upstairs. Once you step outside, you will be assaulted all the way to your car. Fortunately, you can blow up jeeps and barrels to boost your fire power.

BONUS: [How to Escape from Madsen's Base](#)

CONTINUED

8:00 PM-9:00 PM Continued

30. JACK AND KIM ESCAPE



Your car is pretty fast in this mission, so floor it. Be careful of all the debris and roadblocks as you race through the river basin. A CTU chopper will come in to blow up a road block for you when you exit the river basin—jump over the

explosion in style! Once you get on the freeway, follow all the "Downtown East" signs back to CTU. If you pick up enough speed, you should be able to dust the tail.

BONUS: **100 Accuracy**

9:00 PM-10:00 PM

32. LOCATING THE BOMBS

You need to find 10 bombs using the frequency locator. Only the left analog stick is used in this puzzle. Gently move the analog stick in the direction of the bomb icon until the PS2 controller starts vibrating, and the icon starts flashing. Hold it there until the red bar on the bottom fills all the way up. Move the analog stick around and find the next bomb.

BONUS: **100 Accuracy**

33. TONY LEADS A TEAM TO THE BOMB

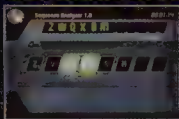


Bryant, your teammate, proves pretty handy with his weapon. He often gets in the way, however, if you're trying to get a high Accuracy score. You're just going to have to fire faster than him. Explosive barrels are everywhere on this level, so blow them up to your heart's

content. Remember, though, that blowing up barrels will count as a miss in the accuracy scoring. Use the stacked sheet rock as cover as you move through the level.

BONUS: **100 Accuracy**

34. BOMB DEFUSAL

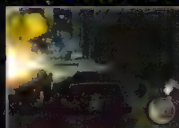


The First Sequence Analyzer puzzle should be old hat by now. The Circuit Breaker now has four Waypoints, but don't be intimidated. Most of the connections only have one or two choices, so you can select them without hesitation.

BONUS: **100 Accuracy**

10:00 PM-11:00 PM

37. AFTER THE EARTHQUAKE

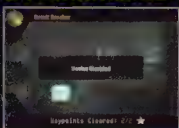


No wonder people in L. A. drive gas-guzzlers! The earthquake-torn city is still being rocked by aftershocks, causing lines to burst and streets to crack. Pedestrians are still roaming the streets, so be careful. Kate will call on the cell. Of course, Jack can't ignore his girlfriend too much longer. Do U-

turn and head to Kate.

BONUS: **100 Accuracy**

31. DISABLING THE DATA SCRAMBLER



This is a two-Waypoint Circuit Breaker puzzle. You should be able to do it in your sleep by now. Who hired this new tech guy?

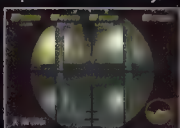
BONUS: **100 Accuracy**

35. JACK LEADS A TEAM TO THE BOMB



Evans and Landis are in your hands, so keep them alive! At the start of the level, you'll need to snipe the gunmen off the second floor. Go up the ramp and set your self down on the yellow marker. Blow up the tanks to your left to create a passage for the bomb squad. Stay and protect

the bomb squad from above with your sniper rifle until Jack says he has to move. Put the sniper rifle away and equip an assault rifle, since you will be attacked as you make your way to the second vantage point. At the second vantage point, use your sniper rifle again to protect Evans and Landis from the shooters above. Go



down the stairs and rejoin them. Unfortunately, you can't command the bomb squad, so you'll have to do your best to protect them as you move through the facility. Use explosive barrels and lots of cover spots to dissect your opponents.

BONUS: **100 Accuracy**

36. ATTACK AT THE BOMB SITE

Agent Landis can't get hit too much while she's working on the bomb, otherwise you'll run out of time. Hold your ground and use flick-targeting with the right analog stick to quickly cycle through the gunmen. They will mostly appear from the entrance above and under the rafters. When the "Working" meter beats the clock, then you're good to go.

BONUS: **100 Accuracy**

38. MADSEN HAS KATE



This is a simple run-and-gun mission. The aftershocks sure make the gun battles interesting!

BONUS: **100 Accuracy**

39. GOING AFTER MADSEN

As you chase down Madsen, more aftershocks will rock your drive. Madsen will make a lot of unnecessary turns, so don't give up; you can still catch him if you're trailing behind.

BONUS: **100 Accuracy**

3:00 AM-4:00 AM

50. DOD SYSTEM HACK



The screen shot shows how to route the signal through the longest possible path. The memorization table is also shown here.

You're on your own

for matching the buttons to the colored blocks. This time, the added for the purple blocks.

BONUS:

4:00 AM-5:00 AM

52. FORT LESKER'S CONTROL ROOM



Use the jeep to get into the fort. The guards at the entrance won't let you in, so it's time to drop your cover and start shooting! Throughout the level, you will need to take down guards

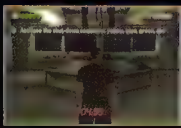
that are going for the alarm

switch. Unfortunately, the alarm will go off once you enter the fort, making it very difficult to get a high rating.



Because of the automatic ten-point deduction, this may be the toughest Accuracy test yet. A four-minute countdown will start once you leave the Control Room, putting pressure on you to take down the guards as you rush to the destination.

BONUS:



53. CRACKING THE CODES

Jack tells you the order in which to hack the terminal consoles: Yellow, Blue, Green and Red. You have five minutes to crack them all.

BONUS:

5:00 AM-6:00 AM

55. RAIDING THE DOCKS



Support will come down from the choppers about 30 seconds into the mission. Protect your fellow CTU officers and sweep the docks. Get down to the end of the docks and take

cover by the crates. Hold your ground and use explosive barrels to reduce the enemy numbers. Pay attention to Chase's health as well.

BONUS:

56. JACK VS. MADSEN



Jack has taken a slight blow, but it's nothing major. As you chase Madsen, he will release a metal claw that will knock you out if you're not careful. Madsen's men will try to pin you down as you make your way down the dock. Madsen will jump into a speed boat when you catch up to him.

He will spin the boat around the left side of the dock. Quickly target the boat and gun it down before he gets away.

BONUS:

51. ARMORED TRUCK PURSUIT



The only statistic shown here is Vehicle Damage, so be careful when the rocks come falling down the hill. Catch up with the truck before he gets to the first security checkpoint. You can't go through because of the search lights; use the alternate path to the right. After crossing the

bridge, you should jump off to the road below when the guard rails open up and follow directly behind the truck to avoid the lights. As soon as there's a fork in the road, take the left road. When the truck gets to the military base, turn left up the road and park by the crack in the wall. Get off the vehicle, sneak in and get behind the truck.



BONUS:

54. ESCAPE FROM FORT LESKER



When you enter the circular area, the enemies will keep re-spawning until you make it across and enter the hallway, so don't stop. You can pick up a much-needed Adrenaline pack in one of the rooms on the way. Once you're in the hallway, an enemy will set a laser trap. Push the wheeled crates

into the laser to trigger it. Help Chase with his attackers and leave together. At the next set of laser traps, you need to go back into the previous room and fetch the wheeled cart by the stairs. When Chase is hacking the console by the door, a stream of gunmen will come out of the door upstairs; protect Chase until he's finished. You will see several Health Stations and packs along the way...which is your first clue that the shooting is going to get extremely fierce from here on out. If



you're going for a Bonus, however, you will be severely penalized for using health. The best Bonus is the toughest! Once you get in the jeep, don't stop to shoot—just keep going. The doors will close on you if you're not quick. You will meet a final wave of gunmen by the chopper.

BONUS:

57. TAKING THE SHIP



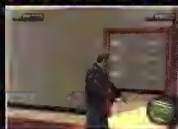
There is no Accuracy rating here, so go nuts with the gun turret—just be careful of overheating. The chopper will

make two stops in the air so you can clear out the deck.



BONUS:

58. THE FINAL SHOWDOWN

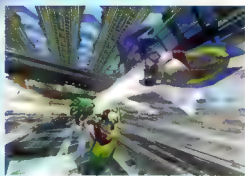
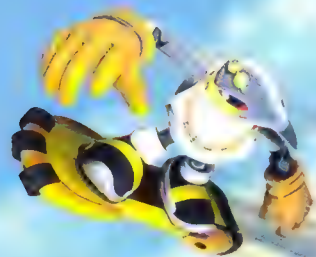


The final few minutes of the day are cake! You will find a weapons room along the way, plus a few items like Body Armor in some of the rooms.

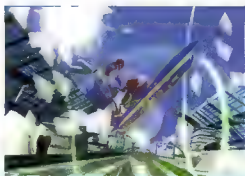
When you get to the end of the boat, you don't even have to kill the other baddies. Kate is being held hostage; simply do what she tells you to do...

BONUS:

TRY TO



Surf the Turbulence!



Catch Massive Air!



PlayStation 2



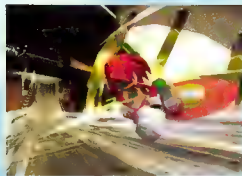


KEEP UP!

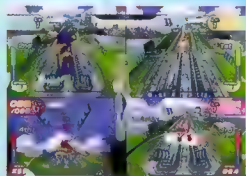


SONICTM RIDERS

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WHEN YOU'VE GOT AIR?**



Shred the Wake!



4-player Ultimate Battle!



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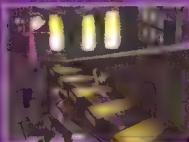




TEEN TITANS

Superheroes and beat-em-ups have been a natural combo in the video-game business for as long as I can remember, so it's no surprise that *Teen Titans* has been given the melee brawler style treatment, courtesy of Majesco and developer AZM. Based on the cartoon, the game stars all of the *Teen Titans* characters, including *Earth, Wind, and Fire*, *Starfire*, and *Raven*. Although you'll only control one of the heroes at a time, multiple team members will battle it out simultaneously, allowing you to swap control between them to make the best use of each Titan's abilities and powers. The game also allows four players to each take the role of one of the Titans. This guide will help you get through the game's 15 stages and beat the bad guys!

gameplay basics



Fast Attack

A simple, quick attack, this can be used to start lengthy chains of hits. Nailing an enemy three times with a fast attack will leave him stunned and ready to be picked up and thrown.

Charged fast attacks often cause your hero to perform an automatic combo.



Strong Attack

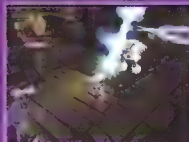
A powerful, but slow attack. The strong attack is good for ending combos with flair. Charged strong attacks are good for crowd control, hitting enemies in a 360-degree radius around your character.



Special Attack

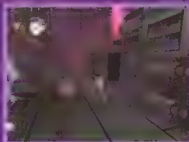
Each character has a projectile attack that can be used to hit enemies at long distances, making it good for clearing bad guys from unreachable platforms. Charge up the special attack to produce multiple shots

or a sustained beam that hits several times.



Charged Attack

All attacks can be charged by holding down the appropriate button for a couple of seconds. When you see energy building around your Titan, release the button to trigger the charged attack. Using charged moves takes a portion of your charge meter, which can be refilled by using normal attacks.



Full Health

Look for these items throughout the stages. They also drop from some enemies upon defeat. Collect this to completely refill your health meter.



Full Charge

This item can be found during the stages or dropped from a fallen bad guy. Grabbing it will bring your charge meter to 100%.



Team Attack Power-Up

Keep an eye out for this powerful item—picking it up makes your next attack a Team Attack, a screen-clearing mega-bomb of pure power! Unleash the devastation of this attack when you're surrounded by lots of enemies to get the most out of it.

the teen titans

Knowing the abilities of each member of the *Teen Titans* is important, and will help you to easily overcome the many enemies and obstacles in each stage. This section of the guide will give you tips for playing as each of the main characters. Note that the list of special moves and combos for each Titan includes all of the abilities they'll learn over the course of the game. As the heroes learn better and more powerful attacks, they'll make the older attacks that used the same button combinations obsolete.

Robin

The former partner of crime-fighting legend Batman, Robin has

no superpowers of his own, but uses years of training in martial arts, acrobatics and gadgets as his weapons.



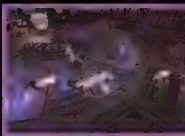
Combo Name	Button Input
Basic Combo	Fast, Fast, Strong
Bird Blaster	Fast, Fast, Special
Street Slammer	Fast, Fast, Jump
Trapeze Kicks	Fast, Strong, Fast
Vault Kick	Hold Strong to Charge
Bo Staff Uppercut	Hold Fast to Charge
Break Dancing	Fast, Strong, Fast
Voltage Discs	Hold Special to Charge

Robin is all about melee attacks and powerful combos that link together multiple hits for extreme damage to his enemies. Although the boy wonder can break out his batarangs and hit opponents at long range, his projectiles are far from the best and should only be used as a last resort. Use Robin's quick speed to get him close to a bad guy and then unleash his repertoire of punches, kicks and bo staff attacks to take him down fast. Robin's late-game charge attacks (like the Bo Staff Uppercut and Vault Kick) are auto-combos that string several hits together without you needing to hit any more buttons.



CYBORG

Part man and part machine, Cyborg has great strength and built-in weaponry to make his enemies run in fear. Booyah!



The muscle of the Teen Titans, Cyborg combines enormous power in his melee attacks with one of the better projectiles in the game to create a powerful force in the middle of a raging battle. Although his speed is slow and he suffers against ranged attackers, Cyborg is great if you can get him in close and unleash a power attack.

Combo Name	Button Input
Basic Combo	Fast, Fast, Strong
Booyah Blaster	Fast, Fast, Special
Face 2 Face	Fast, Fast, Jump
Super Cyborg	Fast, Strong, Fast
Energy Blast	Hold Fast to Charge
Rocket Shockwave	Hold Strong to Charge
Super Cyclone	Fast, Strong, Fast
Mega Beam	Hold Special to Charge

RAVEN

A half-human, half-demon from an alternate dimension called Azarath, Raven uses her powers of telekinesis to aid the Teen Titans in their many battles.

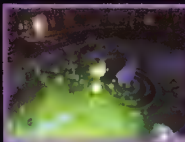


Quick and agile, Raven isn't the most powerful attacker in the game, but she makes up for it with some very useful abilities. In the early game, use Raven as a ranged attacker, hitting enemies from a distance with her energy shots. Later in the game, Raven gets Winds of Azarath, one of the best powers in the game, and an indispensable one when the Titans are fighting swarms of opponents. This ability hits every enemy on the screen and stuns them all, letting the Titans get a few seconds of free attacks against their targets.

Combo Name	Button Input
Basic Combo	Fast, Fast, Strong
Shadows of Azarath	Fast, Fast, Special
Nightmare Assault	Fast, Fast, Jump
Trigon's Fist	Fast, Strong, Fast
Trigon Fist	Hold Fast to Charge
Trigon Claw	Hold Strong to Charge
Prophecy of Doom	Hold Special to Charge
Winds of Azarath	Fast, Strong, Fast

STARFIRE

An alien from the planet Tamaran, Starfire has the ability to fly and fire starbolts at her enemies.



Like Raven, Starfire is a strong ranged attacker best used to hit first and hit hard, before the enemy can even get close. Charge up Starfire's projectile to unleash a powerful beam attack and then use it to sweep the room or concentrate it on a single bad guy for big damage.

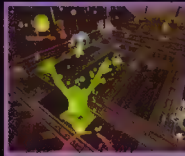
Combo Name	Button Input
Basic Combo	Fast, Fast, Strong
Star Surge	Fast, Fast, Special
Love Taps	Fast, Fast, Jump
Heart of Tamaran	Fast, Strong, Fast
Sun Storm	Hold Strong to Charge
Eyes of Tamaran	Hold Fast to Charge
Solar Flare	Fast, Strong, Fast
Galaxy Ray	Hold Special to Charge

BEAST BOY

Diminutive and unimposing in his normal form, Beast Boy can transform himself into any animal, real or mythical, and use its strengths against his foes.



Due to his ability to transform into all kinds of animals, Beast Boy gets the longest list of attacks in the game as he learns to take on the shape of bigger and stronger animals. His charging attack, one of the better room-clearing abilities of all the Titans, upgrades from a mountain goat at the start of the game, to a bull, to a rhino near the end of the game. Likewise, Beast Boy's regular attacks and combos all upgrade to let him change into mightier creatures as well. Eventually he'll be channeling the power of a mighty T-Rex! Along with Cyborg, Beast Boy should be your frontline melee attacker.



Combo Name	Button Input
Basic Combo	Fast, Fast, Strong
Rammer Roundup	Fast, Fast, Special
Monkey Business	Fast, Fast, Jump
Going Bananas	Fast, Strong, Fast
Kickin' Kangaroo	Hold Fast to Charge
Big Bear Beatdown	Hold Strong to Charge
Scare Bear	Fast, Fast, Strong
Raging Bull	Fast, Fast, Special
Running of the Bull	Hold Special to Charge
Later Gator	Fast, Fast, Jump
Croc Whip-Crack	Hold Fast to Charge
Cat's Meow	Fast, Fast, Strong
King of the Jungle	Hold Strong to Charge
Crouching Tiger	Fast, Fast, Jump
Here Kitty	Hold Fast to Charge
Prehistoric Pummel	Fast, Fast, Strong
Rhino Rush	Fast, Fast, Special
T-Wrecks	Hold Strong to Charge
Rhino Rampage	Hold Special to Charge
Panda Roll	Fast, Strong, Fast

WALKTHROUGH

Stage 1: Titan Tower



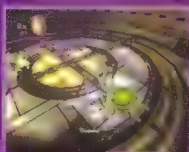
Learn your basic combo and charge attacks during this stage. The enemies are easily defeated and there's no boss to worry about, just waves of Hive Soldiers to fall under the might of the Teen Titans.

Stage 3: Power Plant



The laser turrets guarding the walkways of this stage can be annoying, but they're easily destroyed. Just run in and hit them a couple of times to turn them into scrap.

You'll face off against Gizmo, in his mechanized spider gear, shortly after starting this stage. He's a nice, large target and not very difficult to send running for the hills. He'll vacate the area when his health is at about 50%.



After Gizmo ambushes Cyborg and messes with his circuitry, Mammoth will appear to take on the weakened Titans. Hold Mammoth and his cronies at bay until Cyborg repairs his systems. Mammoth has some strong attacks, but the electrified walls are your friends here—punch, kick or throw Mammoth into them repeatedly to quickly wear him down.

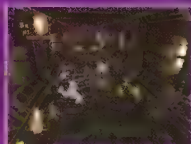
Stage 4: Hive Academy



This stage is one big boss battle as the Titans take on Jinx, Gizmo and Mammoth. They'll attack you one at a time at first...backed up by their henchmen, of course. When you take each of them down to about a quarter of their original health, all three will jump in for a grand finale

showdown. Be careful on the platform—each time you chase a villain away, some sections of the arena floor will drop out when the next bad guy appears. At the end, there's almost no room to maneuver—use attacks with large areas of effect for the best results here.

Stage 2: Thriller Driller



In the mine tunnels when the drilling machine is activated, start moving away from it, back down the tunnel. There are electronic gates blocking the path at intervals. To deactivate the gates, you must defeat all of the enemies in the tunnel. Do this quickly, before the giant drill catches up.

The villainous Jinx shows her face when you emerge back on the surface. She can't take much of a beating, though, and will run after you inflict a small amount of damage. She retreats down a path blocked by swinging wrecking balls. Move cautiously past each ball after it goes past. Don't worry about the rest of the team—when you reach the far end of the path, they'll automatically (and safely) catch up with you.



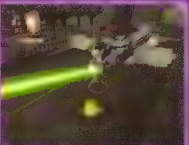
Jinx will repeat her amazing skills at running away several more times. In each area, defeat all of the henchmen she leaves behind before following her to the next area. Eventually, she'll escape for good in a helicopter.

Stage 5: Magic Mayhem



The little bunnies will explode when they start flashing, so get out of the way to avoid taking damage. The big bunnies don't explode, so you won't need to worry about clearing out when they're around; just defeat them normally.

Beast Boy stops Mumbo Jumbo's attack bus, but swarms of bunny attackers try to knock him out of the way. Use area-clearing attacks and projectiles to keep the evil bunnies away from Beast Boy until he can stop the bus permanently.



The blue bunnies spawn other enemies, so take them out first, and quickly, to reduce the number of threats in the area.

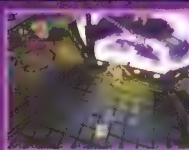
Stage 6: Mumbo's big top



Mumbo is invincible while standing on his giant hat, so wait for him to come down to the floor before attacking. While among the Titans, Mumbo can put up a card shield that makes him temporarily untouchable. Wait for this shield to go away before

pounding on Mumbo. He'll retreat to his hat after taking enough damage. From his hat, Mumbo will launch a shock-wave attack along the floor, so be ready to jump over it each time Mumbo uses it. When his health is almost gone, you'll get the prompt to place each of the five Titans on their team attack positions. Maneuver each Titan to his or her spot (look for the icons of their faces) and hold the Special button to plant each hero in place. When all five Titans are in position, a super-charged team attack will put an end to Mumbo Jumbo for good.

Stage 8: Jail of Horror



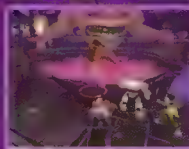
In several areas of this stage, Raven will leave the group and put up an energy field. You'll need to pick up and throw several inmates into this field to capture them safely before moving on to the next area. Use triple fast attacks to stun the inmates before picking them up and heaving them into the field.

When you reach the hallways with the laser grids, you can deactivate them by throwing anything into the beams. Luckily, there are lots of barrels lying around which are perfect for this task. Of course, enemies work just as well as inanimate objects and are more fun to toss into laser beams.



You'll run into a new type of enemy later in the stage—Plasmamen. These pink blobs aren't particularly difficult to defeat, but they break into three smaller blobs when they take enough damage. The small blobs aren't hard to eliminate, either...and they have a tendency to drop loads of items, including health and full-charge power-ups!

Stage 9: Jail Showdown



Plasmus stays in the center of the room for this battle, lobbing giant blobs of goo at the Titans. The trick to beating Plasmus is to hit him with the explosive barrels found throughout the room. Stay on the move to avoid the goo, and then quickly grab and

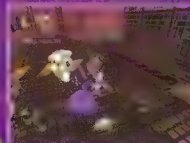
toss a barrel between his attacks. When his health meter is empty, it's time for a Titan team-up attack—get each of the Titans to his or her spot and hold the Special button to charge up the attack. When all five are in position, they'll combine their powers to blast Plasmus out of the picture for good.

Stage 7: Smugglers



There's no shortage of barrels in the early areas of this stage. Use them to take out the enemy gunners that you can't reach with melee attacks.

When the flying attack robots appear, use projectiles to destroy them immediately. They move around quickly and fire their laser beams rapidly, so leaving them alone for any amount of time will take a toll on the health of your Titans.



At the end of the stage, the bad guys will attempt to load up several crates and leave the scene. You've got to defeat all of the enemies in the area before this happens. Don't use any fancy combos here—just hit each group of enemies repeatedly with your charged-up strong attacks to take them out of action fast. When the big white robot appears, the last wave of enemies will come with it. Concentrate on the large robot, as he takes a lot of damage before falling, and then wipe up the remaining enemies before the last truck can leave the area.

Stage 10: Danger Yard



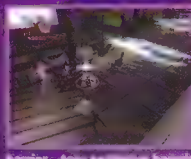
In order to progress through this stage, you'll need to clear each area of the many enemies that appear. A lot of these enemies are rifle-wielding soldiers standing on far platforms. You'll need to use concentrated beam weapons (Cyborg or Starfire) or throw barrels or other enemies at them to knock them from their positions.

In the large area with the electric gate, you must first clear out all of the enemies from the ground level, and then ride the elevator to the platform above and defeat the enemies there. Throw the explosive barrels at the three generators above the gate below you to deactivate it. Then ride the elevator back down and proceed through the now-open gate.



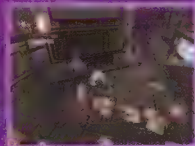
The battle moves into an active train yard, with high-speed locomotives barreling through at regular intervals. Keep your character off the tracks while maneuvering enemies into positions that put them in the path of the oncoming engines of destruction.

Stage 11: Urban Chaos



When Cyborg starts pushing the giant billboard, the rest of the team must keep him safe from harm. Enemies that attack by self-destructing will swarm the area in waves. Defeat them before they can get close to Cyborg. After a short while, Cyborg will knock over the sign and you can progress to the next area.

You'll need to deactivate some electrical barriers in this stage. The first set is easy—the generators are on your side of the barrier. Simply use regular attacks to destroy them all and bring down the electricity. The second set's generators are located on the other side of the



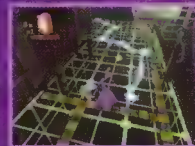
The last section of this stage has the Titans fighting against lots of enemies while Cinderblock throws explosive barrels into the battle. Keep an eye on him, and stay on the move to avoid getting caught in the blast from his projectiles. Defeat all of the enemies to finish the stage.

Stage 14: Dock Duel



Things take a definite turn for the weird in this stage, as the world of the game begins to crumble around the Titans. You'll be plunged into darkness and attacked by Bunnyguards. Remember this general rule of thumb: If you can't figure out how to move

forward, the game is probably waiting for you to defeat all of the enemies in the area. During the electrified floor segments, watch the signal flashes to predict the path of the electricity and stay out of the way. The weirdness continues, as you battle enemies from past stages of the game.



Concentrate your attacks on the rabbit to easily defeat it and finish the stage.

When the small white rabbit appears, make like Alice and follow it through the corridors ahead. It will show you a hidden pathway that seems to go right through a solid wall! This leads to a boss battle against the rabbit, along with hordes of Bunnyguards.

Stage 12: City Night Showdown



This stage begins with a battle against Cinderblock. The battle is made difficult not only because of the supervillain's enormous strength, but thanks to the waves of enemies that attack alongside the hulking brute. Focus your power attacks on Cinderblock,

using charged-up specials to wear him down, and then beat on the henchmen to regain your charge meter. When Cinderblock's health is at about half, the ground will collapse and the team will drop to a lower level.

The battle will continue against more regular enemies while Cinderblock pats the heroes with chunks of stone from the background. When all of the enemies are defeated, Cinderblock will move in for the final showdown. When you reduce his health to zero, you'll see the now-familiar Titan Team-up icons appear. Put each Titan on his or her position and watch the fireworks as the team rocks Cinderblock's world.

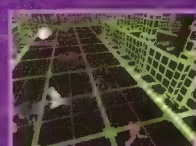


Stage 13: Glade Ambush



The shockwave generators are the biggest threat on this short but intense stage. When you reach the area with a generator, make it your top priority to destroy the generator as quickly as possible before it sends out a shockwave that is sure to take a toll on your lives.

In addition to the generators, you'll face the heaviest enemy opposition yet during this stage. Watch out for giant blocker robots in almost every area, along with turrets and flying attack robots. Always attack the toughest enemies first and save the least threatening ones for last.



Stage 15: An Old Foe



explosive barrel and hurl it into the giant monster.

After several hits from barrels, Ternion will come down from his central platform and fight you normally. Now it's just a matter of using charged attacks to take him down to zero life, and then getting the Titans into place for their finishing move to end the battle.

Ternion—the merging of Cinderblock, Plasmus and Overload—is a powerful creation and a tough boss battle. But, as with most bosses, there's a trick to putting an end to his villainy. Wait for the electrical field to go down, giving you a scant few seconds to get an

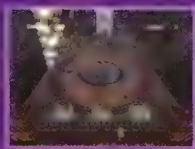


Stage 15: Final Clash



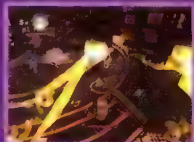
Pong. Keep the ball in play by deflecting it back toward the wall on the opposite side. Hit the ball on the edge of your wall to send it off at an angle. You need three points to win the match.

First things first: If you try to load up the game at this stage, you'll see your save slot marked "Empty." Don't freak out—Master of Games is messing with your game as well as with the Teen Titans! It's time for a tournament of heroes...starting with an updated version of the classic arcade game

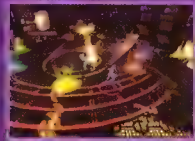


As the final challenge, you'll need to defeat Slade. Watch out for his flame attack—when you see fire begin to glow around Slade, he's getting ready to let it rip, so get far enough away to avoid the beam. A couple times during the battle, Slade will retreat and call in some henchmen. The second time he does this, he also springs some nasty swinging axe traps!

The second challenge puts Starfire into a version of *Space Invaders*. Use her range attack to defeat all of the invaders. One hit from their shots will cost you a life, so use the barrels for cover. To win this challenge, defeat all of the "invaders" without losing three lives.



Defeat all of the minions and keep the pressure on Slade to drain his health. One last time, you'll need to maneuver the Titans to their respective spots on the floor so they can combine powers and finish Slade off for good!



Master of Games

In addition to the main story mode campaign, *Teen Titans* includes the Master of Games mode, which lets up to four players choose from among a multitude of heroes, villains and henchmen and battle it out in free-for-all combat! To unlock new characters for this mode, simply play through the story mode.

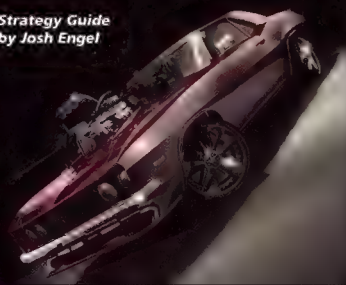


After each stage, you'll unlock one or more characters to use in Master of Games mode. You'll find lots of *Teen Titans* heroes and villains that don't appear in the story mode in Master of Games, so it's worth checking out for fans of the show. Here's a brief description of each character found in this game mode.

Name	Alignment	Description
Robin	Hero	Acrobatic melee fighter
Cyborg	Hero	Part-robot with enormous strength
Raven	Hero	Fights with ranged telekinesis attacks
Starfire	Hero	Powerful ranged beam attacks
Beast Boy	Hero	Teen Titan capable of shape-shifting into animals
Hive Soldier	Henchman	Works for the Hive Academy, a school for supervillains
Bunnyguard	Henchman	Mumbo Jumbo's bodyguard
Slade Minion	Henchman	Generic foot soldier in the employ of Slade
Blocker	Henchman	Robotic fighting machine
Tempest	Henchman	Robotic Fighting Machine
Plasmus Kid	Henchman	A fighting blob monster
Mammoth	Villain	Uses his great strength to defeat his enemies
Jinx	Villain	Jinx's powers of bad luck are translated into powerful energy attacks
Gizmo	Villain	Attacks with mechanical contraptions of his own design
Mumbo Jumbo	Villain	A diabolical magician
Plasmus	Villain	The leader of the armies of blob monsters encountered during the story mode
Cinderblock	Villain	Made of concrete and stone, Cinderblock is the strongest character in the game
Slade	Villain	Arch-enemy to the Teen Titans, Slade is a clever fighter
Apprentice	Hero	An alternate version of Robin
Cyclone	Hero	An alternate version of Cyborg
Red Raven	Hero	An alternate version of Raven
White Raven	Hero	An alternate version of Raven
Blackfire	Villain	Starfire's sister, plays exactly like Starfire
MMM Employee	Henchman	Alternate version of Beast Boy
B.B. the Clown	Hero	Alternate version of Beast Boy
Red X	Villain	Robin's alter-ego come to life
Fang	Villain	Plays the same as Gizmo in his mecha-spider
Hotspot	Hero	Uses powers of flame to attack
Wildest	Villain	Powerful man-beast
Terra	Hero	Geomancy powers let her attack with rock projectiles and landslides
Speedy	Hero	Attacks with bow and arrow
Bumble Bee	Hero	Uses powerful twin lasers
Dr. Light	Villain	Uses the power of light to attack
Mad Mod	Villain	Wears an exoskeleton designed after the London Royal Guard
Control Freak	Villain	Attacks with a variety of sci-fi gadgets
Trigon	Villain	Raven's demon father fights with flame attacks and powerful punches

FULL AUTO™

Strategy Guide
by Josh Engel



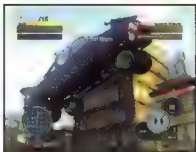
Picture in your mind's eye the wild power-slides of the *Ridge Racer* series, the vehicular combat of *Twisted Metal*, the time-altering abilities of the newer *Prince of Persia* games and the spectacular crashes of the *Burnout* franchise. Now mash them together, stuff that into the washing machine and set it on permanent press. When the final spin cycle is complete, you've got something that resembles *Full Auto*.

Those elements comprise the basic premise of Sega's Xbox 360-exclusive vehicular combat title. You need to drive fast, destroy your opponents and get to the finish line first—and in one piece. Really, you only need two things: good aim and a lead foot. The catch is that you'll need to use them simultaneously if you're going to survive. This strategy guide can't do everything for you, but it will give you the information you need to go down in a blaze of glory, if nothing else.

GENERAL STRATEGY

There are several gameplay options available in *Full Auto*. While a lot of what you'll read here can be applied to any mode, this strategy guide focuses on the career mode.

KNOW YOUR CAR



There's no question that *Full Auto* definitely falls into the "arcade" sub-genre of racing games. It's highly unlikely that you'll ever mutter, "Wow, these driving physics are the most realistic I've ever seen in a racing game" while you're playing it. One thing you probably will say to yourself is, "Hey, self, have you noticed that every vehicle is unique and handles a little differently than all the others?" Once you come to terms with A) you talk to yourself quite a bit and B) each vehicle is unique, you're ready to dominate.

If you have a choice of vehicles before a race, pay special attention to the car's ratings. Even though a particular ride may not *look* the coolest (which is the most important thing in real life, of course), it may be best suited for what you need. Some cars can turn on a dime, while others take the concept of the "powerslide" to a place that would even impress fans of the *Ridge Racer* series. So if you're racing on a track that has a lot of turns, you might be better off picking the car with the best handling, which may mean you'll have to sacrifice some speed. It all depends on what kind of driver you are, so experiment a little bit until you find the car that fits your driving style.



Of course, most of the time you won't have a choice with regard to which car you'll be using for a particular race. So it's in your best interest not to get too attached to one specific car, and make sure you're familiar—and comfortable—with every car in the garage. This will probably take some time, since you won't see a lot of the vehicles until later. Sometimes, your best option when you unlock a new set of races is to spend some time getting to know your car and the track, without worrying about earning a medal. This will save you some time in the



long run, because once you know how your car will react and how the course is laid out, you'll spend far less time recovering from crashes and more time making your opponents inhale exhaust fumes.

KNOW YOUR WEAPONS

While knowing what your car can and can't do is priority number one, knowing what kinds of weapons—and where they're located—should be your second priority. Do you want a long-range or short-range primary weapon? Should you employ a tactical secondary weapon, or is melee more your style?

Again, the type of weapons you choose should reflect your strategy for a particular race. If you're planning to just try to outrun the competition, then go for the Tactical weapon set and smokescreen your way to the checkered flag. On the flip side, if you opt for the patient approach, you might like the Hunter set (which features two front-mounted devices of destruction).

Here are the 15 weapon sets you'll be able to choose from at various stages:



Assault

Primary: Machine Guns
Secondary: Mines

This is the starter weapon set, but that doesn't mean it isn't effective. With fixed machine guns in the front and mines in the rear, you've got both sides covered quite nicely. The only

downside is that you can't manually aim the machine guns, and there's a delay between the release of the mines.



Melee

Primary: Shotgun
Secondary: Rear Grenades

The front shotgun has a wide blast radius and is excellent for short-range combat, while the rear grenades create a nice roadblock for any would-be overtakers.



Tactical

Primary: Missiles
Secondary: Smokescreen

Long-range missiles are very effective, but hitting a moving target (while you're also moving) can be rather difficult. The James Bond-like smokescreen in the rear is a great way to

cause crashes behind you—it's best used on sharp turns.



Banger

Primary: Missiles
Secondary: Empty

The Banger is one of the first weapon sets you'll see (in the Tutorials chapter), and for good reason. Missiles are deadly when you connect, but the connecting is the hard

part. And with no secondary weapon, the Banger isn't the most effective weapon set you'll find.



Ripper

Primary: Machine Guns
Secondary: Empty

This is another basic weapon set that's introduced in the Tutorials. Machine guns have a rapid fire rate, but don't do a lot of damage...and to top it off, you can't manually aim them.



Peacock

Primary: Empty
Secondary: Rear Grenades

Much like the bird of the same name, this weapon set is all about the tail. With no weapons in the front, you're screwed if you're trailing. But rear grenades are fantastic

when you're being pursued, which is why this weapon set is featured in the Defense race during the Tutorials chapter.



Spiker

Primary: Front Shotgun
Secondary: Empty

The shotgun is great when it's paired with a solid rear weapon. By itself, it won't do you a whole lot of good unless you're making a move from the back of the pack, as you're vulnerable to anyone in pursuit.



Hunter

Primary: Missiles
Secondary: Machine Guns

As the name implies, this is a good weapon set if you're planning on hunting down the competition. You've got two weapons, both mounted on the front: long-range missiles and machine guns. Obviously, you're vulnerable anytime there's a car behind you.



Devastator

Primary: Missiles
Secondary: Rear Grenades

You can inflict lots of damage with this set. The long-range missiles in the front are deadly, but make sure you're on a long straightaway when you want to line up a target.

The rear grenades, which are released in groups of five, can do damage to multiple enemies. Try to release them across the length of the road.



Brawler

Primary: Grenades
Secondary: Machine Guns

This set is similar to the Hunter, in that both weapons are mounted on the front. But with the medium range of the grenades and machine guns, the Brawler is really better-suited for closer combat.



Ravager

Primary: Rockets
Secondary: Mines

What you get with the Ravager's rockets is a deadly blend of accuracy and power. They'll dole out more damage than the machine guns, but they're easier to use than missiles (since you can't use them for long-range attacks). And you also get the security of laying mines in your wake.

KNOW YOUR WEAPONS continued



Buckler

Primary: Cannon

Secondary: Rear Shotgun

The cannon probably causes the most damage of any primary weapon, but the trade-off is the relatively slow reload time after each shot. The rear shotgun is a great short-range weapon, but also suffers from a slower reload time than some of the other weapons.



Annihilator

Primary: Cannon

Secondary: Grenades

This is the ultimate pursuit weapon set. Between the devastation of the long-range cannon and the likelihood of collateral damage with the front-mounted

grenades, any vehicle in front of you doesn't stand a chance.



Demolisher

Primary: Missiles

Secondary: Rockets

This weapon set is exclusive to a vehicle you'll unlock when you get to the Warlord, but it's worth the wait—it's easily the most devastating set, even more than the one that's actually called "Devastator"! You've got long-range missiles (which can be fired in rapid succession) and rockets, which you peel off in groups of four.



Defender

Primary: Cannon

Secondary: Mines

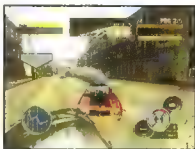
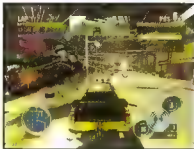
This set is slightly misnamed, because it can be used for attacking just as well as it can for defending. Whether they're in front of you or behind you, you've got enough firepower on either end to do some serious damage.

Personally, I have found that the Melee set offers the most versatility and fits my playing style the best. With the shotgun in the front, you can ride right up on an opponent and get him out of your way with a few blasts. And because of its relatively short range, you don't need to worry about aiming the shotgun while trying to navigate the track. Defensively, the grenades are extremely effective; you can create a mini road block if you drift across the track as you release them, since they always launch in groups of five. So the Melee weapon set allows you to be aggressive, while not having to worry about being vulnerable in the back. I often found myself scoring more kills behind me than in front of me, thanks to the deadly effectiveness of the grenades.

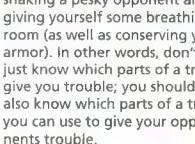
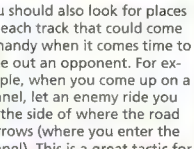
KNOW THE TRACK



driving. Pay attention to particular parts of a course that give you trouble, and look for landmarks to remind you that you are approaching the chicane, hairpin or narrow thoroughway that's been giving you trouble. While you can look at the map in the lower left corner of the screen, you have to take your eyes off the road in order to do so...and in this game, a split-second distraction can take you out of the action at the most inopportune times. Once you learn a track and determine your own personal trouble spots on each one, you're well on your way to achieving Full Auto status.

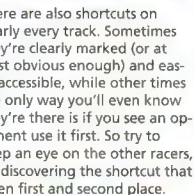


shaking a pesky opponent and giving yourself some breathing room (as well as conserving your armor). In other words, don't just know which parts of a track give you trouble; you should also know which parts of a track you can use to give your opponents trouble.



There are also shortcuts on nearly every track. Sometimes they're clearly marked (or at least obvious enough) and easily accessible, while other times the only way you'll even know they're there is if you see an opponent use it first. So try to keep an eye on the other racers, because they can be a big help in discovering the shortcut that could mean the difference between first and second place.

Also be on the lookout for the destructible parts of the environment. You can crash through just about any fence, which is a great way to cut a corner. Keep your eyes peeled for cafes, car dealerships...any kind of corner storefront that has a lot of windows. You can usually plow through these, too, and save yourself a lot of time, since you don't have to slow down as much to make a turn.



KNOW YOUR OPPONENTS' WEAPONS



In addition to knowing your weapons and their capabilities (and shortcomings), you also need to be aware of the weapons that your opponents are equipped with. This will help to shape your strategy for a race—although you usually won't know what you're dealing with until well into a race, since you'll have to wait until an enemy fires a weapon. But once you've seen what you're dealing with, it's much easier to react.

KNOW THE TYPE OF RACE

There are five different race types in *Full Auto*, so you need to be aware of what kind of race you're in and plan your strategy accordingly.

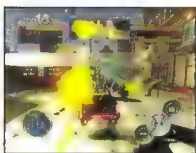
Down-and-Back



A Down-and-Back race is fairly straightforward: Race to one end, turn around and race back to where you started. You'll know where you are with regard to the turn-around by looking at the counter in the upper left corner of the screen. The closer you are to 50%, the closer you are to making that oh-so-important 180-degree turn. The trick is to change directions as quickly as possible without sacrificing too much speed. Again, each vehicle handles a little differently, so you'll have to play around with them to figure out the best method.

Rampage

When you're on a Rampage, your goal is simple: Destroy as much property as possible and finish under the time limit. There will be more than enough targets along the way, so don't veer too far off course to score a kill or you'll just be wasting precious time. The key is finding the balance between utter destruction and Mach 1-approaching speed.



utter destruction and Mach 1-approaching speed.

USE YOUR BOOST WISELY



No arcade-style racing game would be complete without some sort of turbo or boost system, and *Full Auto* isn't about to break the mold in that regard. You don't have an unlimited boost, but you have the potential (and ability) to refill your boost meter immediately after it's emptied. Whenever you execute a powerslide, catch air on a jump or perform some other stunt, you get some "juice" added to your boost meter. Once the meter is full, you can either empty it completely (by holding down LB) or just get a quick burst of speed by tapping it.

No arcade-style racing game would be complete without some sort of turbo or boost system, and *Full Auto* isn't about to break the mold in that regard. You don't have an unlimited boost, but you have the potential



enemy with both weapons in the front (like the Hunter, Brawler or Annihilator weapon sets), you definitely don't want to be in front of him until the end of the race. This, of course, ties in directly with knowing the track, because you can time it just right so you leave yourself enough room to make a move, but not enough to get blasted before you reach the finish line.

Point-to-Point

Much like the Down-and-Back, a Point-to-Point race is fairly self-explanatory. Keep an eye on the race progress meter in the upper left so you know when to make your move to the front of the pack.



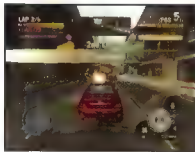
Circuit



because the format of this type of race is traditional, you need to still buck convention and cause as much damage as possible while also trying to be the first car to cross the finish line.

Lap Knockout

With all the other races, everybody has a chance to win—even the guy who sat in last place until the very last second. That's not the case with a Lap Knockout, where the vehicle that's in last place is eliminated at the end of each lap. So make sure there's at least one car behind you at all times.



The key to the boost is knowing when to use it. Since your speed increases dramatically when you boost, you want to make sure there aren't any turns coming up, or you'll run the risk of wasting a good boost by crashing into something (turning is very difficult when you're boosting). And even though



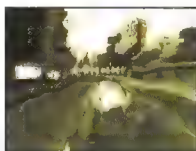
it's possible to just keep refilling the meter, you don't want to waste a lot of time doing jumps or stunts in order to fill it back up. Your primary concern is to win the race, so you really shouldn't use the boost until you're near the end of a race and you A) need to catch up to the leader or B) are already in the lead, but want to put some distance between you and second place. Again, it all depends on what strategy you decide to employ. But no matter what approach you take, remember to be smart when using the boost.

ONE-MAN UNWRECKING CREW

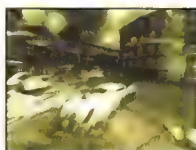


game before: the Unwreck ability.

If you ever played *Blinx: The Time Sweeper* or the re-vamped *Prince of Persia* series, then you already know the basic concept behind Unwrecking. Basically, in *Full Auto* it means you can rewind time. So if you missed a short-cut, overcorrected on a power-slide or even crashed and burned, you can go back and give it another go. Of course, you don't have unlimited use of the Unwreck feature—you've got to earn it by causing wanton destruction. Whenever you destroy something (an opponent, a parked car, a storefront, etc.), you get a little more



time added to your Unwreck Meter, which you'll find in the upper-right corner of the screen.



Unlike the Boost Meter, with Unwreck you don't have to wait until it's full to utilize it. As long as there's something there, you can use it. But the more full the Meter is, the farther back you can rewind. So it's in your best interest to conserve as much Unwreck as

possible, because you never know when you're going to need it. And that's the challenge of using Unwreck: knowing what constitutes an Unwreck of convenience and one of necessity. For example, if you're leading on the last lap of an eight-lap race, and you crash on the final turn before the finish line, that's an Unwreck of necessity. But if you're on the third lap of that same race, and you get blown away by an opponent, that would more likely be an Unwreck of convenience. Since you've got five more laps to go in that race, you've got plenty of time to get back into the thick of things. But suppose that happened on the sixth lap...what do you do then? And remember, you can't pick where your Unwreck "starts," so you have to decide very quickly if a specific situation calls for an Unwreck.

FIND A CAREER IN RACING!

Before you embark on the Career Mode, you should know this: There are more than 80 races. In other words, when you play Career mode, it really is like work. Those 80+ contests are divided into 17 different "themed" chapters, which are broken down into a series of races. Some have as few as three, while others can be comprised of up to 12 races. Some are available right away, but most must be unlocked by completing races from earlier chapters. Here's a quick breakdown:

1: Tutorials



These are "get to know you" races, and this is the longest chapter you'll find (12 races). While you may find some of these races elementary an unnecessary, you don't have a choice. To unlock the next chapter, you need to complete all 12 races in this one.

2: Tough Guys



This chapter is a little bit shorter, and it introduces you to the most durable vehicles in the game. If you'd describe your racing style as "a bull in a china shop," then you'll do well here. You'll even unlock some new cars in this chapter, provided you meet the requirements.

3: Fine Balance



Welcome to the Class B rides. These are the most well-balanced cars in the game, as they all feature the perfect blend of speed, handling and durability. Like Tough Guys, this is also an eight-race chapter.

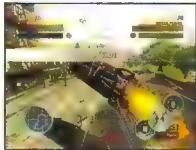
4: Speed Kills



This chapter rounds out your introduction to the three different vehicle types. Class A rides are the fastest, but they're also the most fragile vehicles you'll see in the game, so you probably don't want to get involved in too many scraps. In other words,

when that "fight or flight" reflex kicks in, go with "flight."

5: Hunter



The goal in this chapter is to take out as many rivals as you can get in your sights, while also finishing with a respectable time. You'll find six chapters to challenge your predator skills.

6: Time Trials



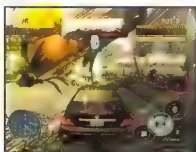
I'm willing to bet you know exactly what this chapter is all about. These five races are all about you and the clock, so this is where you'll get your first taste of the Demon weapon set.

7: Underdogs



Any guesses as to who gets to play the underdog role in these six races? That's right, you're David to your opponents' Goliath. When you're up against superior-class vehicles, you'll have to do whatever it takes just to get to the finish line.

8: Ambush



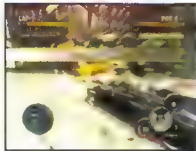
This chapter is kind of like the way Kobe Bryant plays basketball: one against the rest. In these four contests, it's you against a team of identical rides. Be careful, because they'll gang up on you and take you out at any cost—a win for any of them is a win for all of them.

9: Dominator



This chapter is all about proving your vehicle class' superiority. In these three races, you're going up against a horde of rivals; take them out and stomp on their dipsticks.

10: Rampages



Your goal here is twofold: Destroy as many cars as you can while recording the fastest total time that you can. This chapter is made up of five races.

11: Overtake



In this chapter's races, you've got to take out specific enemies. The best strategy in these three races is to just take 'em all out. That way you won't leave any doubt!

12: Sudden Death



There are only three races in this chapter, but you're probably going to spend a lot of time on this one. That's because in Sudden Death, you only have one life; if your car is destroyed, you're done. This chapter will truly test your decision-making skills with the Unwreck meter.

13: Warlord



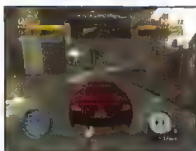
The purpose of this chapter is to let you get behind the wheel of what is easily the coolest—and best all-around—vehicle in the game. And it will probably look very familiar to fans of a certain caped crusader.

14: Gang Wars



This four-race chapter is the only time you'll race as part of a team. You'll know who your teammates are, because you're all in the same type of vehicle. So kill the guys in the other type of vehicle.

15: Pink Slips



This chapter is much like Time Trials, in that you're equipped with the Demon weapon set. Which means, of course, that speed is the name of the game in these three races. It's a one-on-one, winner-take-all affair...literally. The loser will be walking home.

16: Enduro



This chapter is made up of only four races, but it's called Enduro for a reason; these races aren't sprints. Get comfortable, take the phone off the hook and get ready to test your endurance.

17: Impossibles



This is another one of those chapters that looks short and sweet, but one look at the title should give you a clue that it's anything but. In each of these three races, you only get one life and no Unwreck. This is the ultimate test of your Full Auto racing prowess.

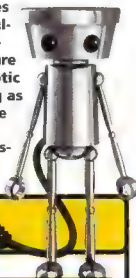


Chibi-Robo!

PLUG INTO ADVENTURE!

Strategy Guide by
Charlotte Chen

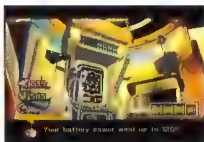
Meet the Sandersons. The father is an avid toy fanatic, the daughter talks and dresses like a frog and the mother is at her wit's end trying to make sense of her crazy family. Their only hope of salvation lies on the unlikely shoulders of Chibi-Robo—the latest in miniature state-of-the-art robotic engineering. Playing as Chibi-Robo, your role gradually evolves from menial taskmaster to family savior.



THE PURSUIT OF HAPPINESS

Battery

When you start the game, you have very limited battery power and are forced to recharge pretty often. Your battery constantly drains even if you are not moving. If you're exerting yourself by posing or using one of your items, it drains faster. Plug yourself into any outlet to recharge. Whenever you reach a new plateau in the Chibi-Robo Ranking system, you receive a bonus battery from Citrusoft that increases your total battery power. Getting a high Chibi-Ranking depends on earning a certain number of Happy Points between upgrades. Telly Vision will always tell you how many Happy Points you need to increase your rank.



Time Limit

The day is split into daylight and nighttime hours. At first, half a day lasts for only five minutes, so it's quite difficult to get much accomplished. Don't worry; this isn't a race. When you earn some Moolah, buy Timer Chips from the Chibi-PC inside the Chibi-House to increase the amount of time per half day.



Cleaning Bonus

You can earn a Cleaning Bonus if you scrub a lot of stains, which are all over the house. You need to get the Drake Redcrest Toothbrush from the Living Room floor on the first night to use as a mop. For stains that are on walls, you can use the Squirter (found in Jenny's Room upstairs) to clean them up. There's also regular trash pick-up. Throw trash into the garbage cans in the Living Room and in Jenny's Room. The Sandersons are total slobos who leave cookie crumbs, candy wrappers, cookie boxes and footprints all over the house, so it's quite easy to accumulate a ton of trash and get a lot of Happy Points at once when you throw it away. Also, if you talk to Dad or Mom after you've been cleaning for awhile, they'll both give you Happy Points.



Chibi-Vision

Press Y to look around the house with Chibi-Vision. You can zoom in and also clearly see where all the items are located (they're even neatly labeled).



Cleansing Your Moolah

There is another way to earn Happy Points and Moolah quickly, but it requires you to have access to the Basement. After a few days pass, The Great Peekoe will appear in the Basement, and offer you the chance to either double your money, or lose it all but gain back 10% in Happy Points. Save your game and bet, and if you lose your Moolah, just reload and try again. If you win, save again and repeat until you have a ton of Moolah. Finally, play to lose a large chunk of Moolah, and you'll get back a large number of Happy Points.



FULL HOUSE

The Sanderson house is divided into seven rooms: Living Room, Kitchen, Foyer, Basement, Bedroom, Jenny's Room and the Backyard. Some areas are not accessible at first, so here's how to get into them. (Try not to think about the fact that they have no Bathroom.)

Kitchen

Talk to Sophie, the multi-colored caterpillar stuck in the door between the Living Room and the Kitchen. Talk to her again, and spend some time mopping up stains with the Drake Redcrest Toothbrush during the night. After the TV turns on by itself, go over to meet Super Hunter Drake Redcrest. He gives you the Drake Redcrest Suit. Talk to him again and say you want to fight for justice. He'll teach you how to pose. Go pose in front of Sophie. Later, climb up the drawers to the left of the sink and run



over to the pitcher near the planter. If you jump down on its shelf, the cord will fall down, making it easier to get up and down.

Foyer

There is a Drake Redcrest Mug on the counter by the sink in the Kitchen. At night, climb up the drawers to the left of the sink and get it. Equip the mug and you can run across the Foyer. You can't access the second floor until you get the Foyer Ladder Utilibot.



11 FULL HOUSE

Backyard

You need a Chibi-Blaster, which becomes available in the Chibi-PC after you see the Faux News report about "The Spydorz" and also find the Giga-Battery and Giga-Charger. Shoot the Sunshine sticker (these are pink bear face stickers that are all over the house) to make a hole in the glass. You can also just wait until the story advances to the point where Dad opens the sliding glass door if you don't want to damage the house. In the tree, when your way is blocked by a spiderweb, destroy it with a charged shot from your Chibi-Blaster. You can buy a Charge Chip from the Chibi-PC. You can wake up the Bluebird



sleeping in the nest by squirting it with water or shooting it, but you'll need the Frog Suit or the Tao Suit to communicate with it.

Bedroom

At first you can only get into the Bedroom during the day. However, if you get onto the door from the inside, with a little effort, you can get in and out even at night. Climb up the jump rope hanging by the door, and you'll see a short cutscene. Helicopter onto the blue bell; from there you can hover over to the small window in the door with the heart-patterned shutters. Climb on the blue latch to open the peephole.



11 FAMILY MATTERS

The four members of the household (Dad, Mom, Jenny and Tao) tend to move around to different places depending on the time of day and the progression of the main storyline. Most likely you'll get through the game easily just by talking to the family members whenever you encounter them, but just in case, here's a summation of where each one is usually located and how they move as the game goes on.



Tao

He sleeps on the couch in the Living Room. During the day he'll either be in the Kitchen or the Backyard, chewing up stuff. You can talk to him if you're wearing your Tao Suit. He'll also give you Happy Points if you give him a Dog Bone. These appear randomly in the Backyard or in the Kitchen.



Dad

He starts out by sleeping on the couch at night, at first because of the excessive partying the day before, but eventually because he gets kicked out of the Bedroom. During the day, he sits on the couch and watches TV. Near the beginning of the game you'll see a Faux News program about "The Spydorz." Purchase the Chibi-Blaster after you get enough money. A day after you buy it, you can also get the Charge and Range Chip upgrades. After you get the Chibi-Blaster and the Giga Battery and Giga-Charger, the next time you leave the Chibi-House you'll come across Spydorz. Shoot them with the Chibi-Blaster and they'll turn into Scrap, which you can feed into the Recyclotron in the Chibi-House to create Utilibots.



On one of the days Dad is watching TV, he'll complain that the news is boring. Use the Living Room Ladder Utilibot to get up next to the TV and change the channel.



After Mom locks herself in the Bedroom, Dad will start trying to do chores around the house. During the day he will either be in the Backyard with the garden hose, or in the Kitchen cooking hamburgers. Help him cook for a fun little mini-game that will earn you a lot of Happy Points. Watch for steam to rise from the patties. That means the bottom side has increased one number (there are numbers painted on the patties, which are done when both sides reach number "3").



Afterward, talk to him again to find out he dropped his Wedding Ring down the sink drain. At night, he'll start sleeping on the ground outside the Bedroom.

Mom

She starts out in the Kitchen, standing next to the sink during the day. Climb up the drawers below the sink area. Talk to her and she'll ask you to have tea with her. Give her a sugar cube to sweeten the tea, and after you get the Kitchen Ladder Utilibot, get the Spoon and lend it to her to use as a stirrer. You can also give her a cookie to go with her tea.



After you open the peephole in the Bedroom door, go into it at night to find her agonizing over the bills. She'll ask you to find out if Dad is hiding anything from her. When you go back down to the Living Room, you'll see him stuffing the Toy Receipt into the cushions.



Bring it upstairs to Mom. She'll lock herself in the Bedroom. The following day, Dad, Jenny and Tao will be sitting outside the door. Talk to them, then climb inside through the peephole and talk to Mom. She'll give you Mom's Letter to give to Dad. Climb back into the Bedroom after you deliver the letter and talk to her again.



The next day, go inside the Bedroom and talk to Mom. She'll offer to make you an outfit if you can find some fabric. Check around the room with your Chibi-Vision to find Old Boxes, a Small Handkerchief and an Outdated Scarf. Give whichever one you want to her. In a day she'll have made you Pajamas. When you're wearing them, you'll fall asleep if you press Z.



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11 FAMILY MATTERS CONT.

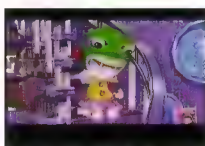
Jenny

She starts out by sitting on the living room floor during the day and drawing in her notebook. Whenever you talk to her, she'll ask for your opinion on her drawing, and give you Happy Points if you say you like it. If you're holding a Frog Ring, hand it over, and she'll also give you Happy Points.



During one of the first nights, you'll find her in the Foyer sitting on the staircase and crying. Talk to her and she'll go back upstairs and go to sleep. Later, you'll see her sitting outside the

Bedroom at night, worrying about her parents. You can talk to her through Sunshine, the teddy bear, or put on a Frog Suit and talk to her directly. After Mom locks herself in the Bedroom and you deliver Mom's Letter to Dad, you can find Jenny in her room at night, staring at her TV like she's hypnotized. The TV is displaying the same symbol that's etched into the ground in the Backyard.



When the family dynamic degenerates to the point where Mom won't come outside of the Bedroom during the day or night, Jenny spends her nights staring at the TV in her room in a hypnotic trance, and Dad doesn't seem to have a clue what to do, you can only save them by reactivating Giga-Robo. The next section details how to do this.

11 CHIBI-ROBO CHIBI GUIDE

This section just focuses on the parts of the game that are necessary to move along the main goal of reactivating Giga-Robo, a quest which is surprisingly short. Completing all the extra quests involving the toys, frogs, aliens and collectibles takes much longer.

Basement: Plug yourself into Giga-Robo and short circuit. Pick up the Giga Battery that falls out. After talking to Captain Plankbeard, use your Chibi-Blasters to shoot the Sunshine sticker holding up the dangling shelf. Look around with Chibi-Vision to find the Giga-Charger and climb up the wall to go get it.



Chibi-House: Look at the Giga-Charger. You can charge the Giga-Battery 1,000 kilowatts by inserting 1,000 Moolah. It can hold 10,000 kilowatts. When the Giga-Battery is fully charged, take it back downstairs to the Basement and put it in Giga-Robo.



Kitchen: After Mom locks herself in the Bedroom and Dad starts cooking hamburgers in the Kitchen, talk to Dad and you'll find out that he dropped his Wedding Ring down the sink drain. Jump into the drain and recover it. (Strangely, when you talk to Dad again he seems to have forgotten about it.) Open your Item menu and look at it to see the anniversary date "200667" engraved on the inside.



Basement Part 2: Look at Giga-Robo's right foot to reveal a hidden control panel. If you already put in the Giga-Battery and input "200667," Giga-Robo will try to stand up, but can't, because he is missing his left leg.



Backyard: Pluck the weeds in the bare patch to uncover a strange circular symbol. Use your Chibi-Radar while standing in the center of the circle at night, and a UFO will appear. The Chibi-Radar appears the night after you deliver Mom's Letter to Dad. The aliens are so soft-spoken you can't hear anything they're saying. They'll get depressed and take off again. Go to the Chibi-PC and buy the Alien Ear Chip.



Kitchen: It's possible you already dug up the Dog Bone in the Backyard and gave it to Tao. In that case, check the Kitchen or the Backyard occasionally. Eventually a Dog Bone will appear next to the dog food or buried near the tree.



Backyard Part 2: Summon the aliens again and lead them downstairs to where Giga-Robo is sitting. They'll check him out and then leave again. Call them yet again and you'll find out they've caught some kind of Earth sickness. Use your Squirter to cool down their feverish bodies and help them get back into their beds (you have to blast them open using a charged blast from your Chibi-Blasters). There are some colored panels on the floor of the UFO. Step on the ones on the outside to light them up. Check the middle to make the interior panels light up; as the lights move stop them so colors line up. Light up every panel. Blast open the shield on the ship that appears and climb in.



Bedroom (10 Years Ago):

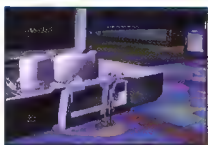
Put the Dog Bone in Tao's dog dish, then look at the open suitcase to see the pass-word "2455". Make sure to pick up the Circuit Schematic that's on the floor near the heart-patterned decoration. Get back on the ship to return to the present.





CHIBI-ROBO CHIBI GUIDE CONTINUED

Bedroom: Go upstairs and pull the suitcase from under the bed. Input the password to open it and you'll see Giga-Robo's left leg inside. When you go to pick it up, a bunch of Spydorz will launch a full-scale attack



Living Room: The family is all strung up. When you walk over to them, the Queen Spydor will fall down from the ceiling, flip the room upside-down and trap you and Telly inside.



Living Room: Talk to Dad and give him the Circuit Schematic.



Foyer: Stay inside the barrier until the timer runs out. All you have to do is equip the Drake Redcrest Schematic and wait it out. The Spydorz won't be able to hurt you at all (just be careful not to get pushed out of bounds.)

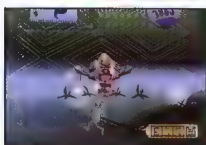


Boss: Queen Spydor

Part 1: She covers herself in ridiculous amounts of armor using objects from around the house. Shoot her until all the armor falls off. When she starts spinning a web, just run until she shoots it off and misses you.



Part 2: Chase after her and shoot her right when she turns around, then dodge to the side until she stops firing. Repeat this until she finally succumbs. Make sure to pick up the Frog Ring she drops, along with Giga-Robo's Left Leg.



Foyer, Part 2: After Dad upgrades your Chibi-Blastor, go back into the Foyer and defeat 10 Spydorz. You have to shoot each one several times. When they turn green, they'll break.



Basement: Go back down to Giga-Robo and attach his left leg. Activate him by inputting the password "200667" into the control panel on his right foot.



Congratulations! You finished the main storyline. Watch all the credits roll, and when they're finished, you'll become Super Chibi-Robo! (After this scene, you'll go back to the regular game, so don't turn the game off or anything before you save.)

TOY STORIES, TOO

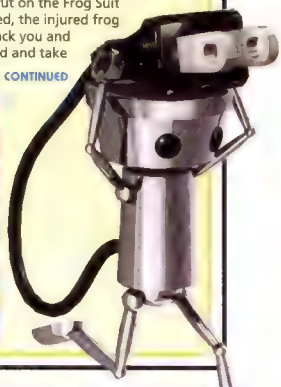
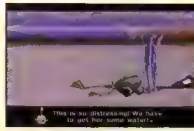
The Sanderson house has a secret: All the toys are alive. Not only that, but their lives are completely dysfunctional. Chibi-Robo to the rescue!

Sophie: Sophie's main problem is that she's a dog chew toy in love with Drake Redcrest; she spends all her time writing love letters to him. Sometime after Mom locks herself in the Bedroom and you deliver Mom's Letter to Dad, you'll see Sophie at the top of the Foyer stairs at night, gazing off into space. Startle her and she'll drop a Love Letter. Pick it up and give it back to her when you see her in the Kitchen. You can also give it to Drake Redcrest. Sophie will just write another Love Letter in that case. They're entertaining to read, but you have to give one of them back to Sophie while she's in the Kitchen eventually. Later you'll see her hiding behind the Living Room couch staring at Drake with the Love Letter stuck to her antennae. Talk to her, then put on your Ghost Suit and frighten her. (You get the Ghost Suit by helping out Mort and Princess Pitts in Jenny's Room.)



Freida & Fred: Freida is all shriveled up in the Backyard. Get the Squirter from the table in Jenny's Room and squirt her with water until she recovers. Put on the Frog Suit she gives you and go talk to Fred, the injured frog in the Bedroom. Dinah will attack you and break her teeth off. Pick up Fred and take him back to Freida.

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TOY STORIES, TOO CONTINUED

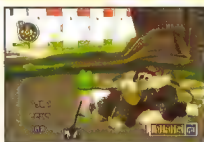
Drake Redcrest: He's a philosophical super hero and Dad's favorite character. Most of the time he can look out for himself, but it's after you meet the aliens that he needs your assistance. The first time he tries to strike a pose in front of them, it doesn't work. Give him the Gun Powder in the Basement so he can refill. Later, when the aliens have witnessed the reactivation of Giga-Robo and left, you'll see Drake hiding behind grass in the Backyard. He needs you to help him defeat the aliens. Say you'll do it.



Take Drake back to the house.

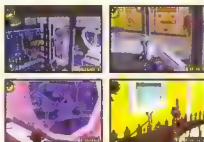
Captain Plankbeard:

He's a pirate without a ship or a crew. Get the Spoon from the Kitchen (you need to have a Kitchen Ladder Utilibot) and use it to dig at the partially-buried skull in the Backyard. It's in front of the swing, near the house. The Scurvy Splinter will pop out.



Use the Spoon to dig at the skull.

Next you have to recruit four creweggs. You can only do this after a bunch of Free Rangers go AWOL. You can find the wanna-be pirate eggs in the following locations: Bedroom (on the hanging shelf in the center of the room), Jenny's Room (in front of the mirror on the book rack), Backyard (at the end of the branch holding up the swing) and the Kitchen (on the lower shelf of the dining table). After you deliver the four creweggs, Captain Plankbeard gives you three treasure maps.



Free Rangers: You can talk to the eggs after clearing the Foyer while wearing the Drake Redcrest Mug. Sarge is wracked with guilt over the loss of Memphis. Give him the Free Rangers Photo for a brief flashback.



Take Sarge's photo to the Free Rangers.

When the Free Rangers are lined up in front of Sarge in formation, go and stand in the empty space at the back and count off. Talk to him later and he'll ask if you want to receive some Spy Training.

There are several different kinds of training to get: Spy, Handrail, Jungle, Waterfall and Tao. You will have to complete the training over a couple days. Once you complete all the training courses (they're really easy), a bunch of the Free Rangers will go AWOL. Get the Dog Tags from Tao's dog house in the Kitchen and talk to the excited eggs that remain in the Free Rangers.



Those are Memphis's dog tags!

Tell Sarge you'll help with the anti-Tao Training and he'll give you the Tao Suit. Knock out all the Free Rangers without running out of battery power to pass.

After the training session, return to the Backyard later and the Free Rangers will put their anti-Tao plan into action (you'll need to recruit four AWOL eggs for Captain Plankbeard's crew first). Put on your Tao Suit and bark until Tao comes outside. Shoot the little pouch hanging off Tao's collar and Memphis will pop out.



Shoot the collar now!

Funky Phil: All he wants to do is dance. He's trapped behind the blinds in the Bedroom, so climb up the pull-rope to open them. After the first dance, he drops a Funky Seed. He's also surrounded by drops of Funky Sweat. Suck it up using your Squirter.



Use the Squirter to suck up Funky Sweat.

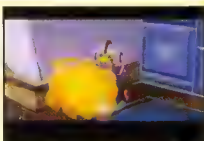
At night, plant the Funky Seed in the planter by the bed, then spray Funky Sweat on it. Three miniature Funky Phil plants will sprout. Pick them up and give them to their unsuspecting Pappy. Go down to the Living Room and get the Drake Redcrest Album from the record player. Funky Phil and the sprouts will do another dance, and yet another Funky Seed will fall. Plant and water it, and three more little sprouts pop up. Give those to Funky Phil as well.



Use the Squirter to suck up Funky Sweat.

Dinah:

She's crazy about Funky Phil and is always on the lookout for him. After you saddle Phil with six young ones, she'll ask you to help her do something nice for them. You'll also see her observing the "Freaky Phil" mutant sprout practicing by itself at night. Go up to it while wearing your Drake Redcrest costume and do the pose right next to it.



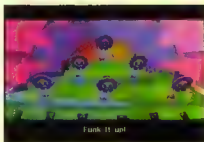
Use the Squirter to suck up Funky Sweat.

Later, go around the house and collect all the colored blocks. (Check the "Collectibles" section at the end of this guide if you have trouble getting them all.) Give all the blocks to Dinah and she'll give you the Block Layout to give to Dad.



Use the Squirter to suck up Funky Sweat.

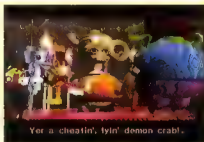
Talk to Dad when you see him in the Kitchen and hand it over. A couple nights later, go into the Bedroom to see Dinah's new form. After the huge concert in the Backyard, go back to the Bedroom and talk to Dinah again.



Use the Squirter to suck up Funky Sweat.

The Great Peekoe:

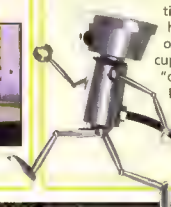
He moves around the house randomly, sometimes appearing in the Basement, the Kitchen or the Backyard. When he's in the Kitchen, he can be found hiding in the ventilation grill above the stove, inside the fish bowl or even sitting on one of the burners.



Use the Squirter to suck up Funky Sweat.

In the Backyard, he can be found doing a handstand on top of a Yellow Block on the swing. His main occupation, however, is to try to make people "cleanse" their souls by giving him all their Moolah. He has a small area set up in the Basement where you can try your luck.

When you see him in the fish bowl, give him the Snorkel & Goggles, which you can find in Jenny's Room.



TOY STORIES, TOO CONTINUED

Mort & Princess Pitts:

You can find Mort inside the shoebox under Jenny's bed at night. He doesn't really want to talk to you until after you've learned about Sunshine's nectar addiction. After you bring a Squirter full of sweet nectar into Jenny's Room to spray in Sunshine's face, go talk to Mort and he'll tell you that he wants you to return the Red Shoe on the toy tree stump to Princess Pitts, the doll who is confined to the castle. She won't leave her castle without both of her shoes. After showing him the Red Shoe, he'll put a staircase in front of the castle entrance. Climbing up the castle takes a long time and drains a lot of energy if you fall off. You probably won't be able to do it all in one day if you haven't increased your battery power by much yet. You need a Chibi-Blaster that's been upgraded with a Range Chip in order to make it all the way to the princess.



Shoot the Sunshine stickers off the drawers so you can open them. Make your way up the castle and get the AA Battery, D Battery and C Battery along the way to the top. Place them in their respective slots to make the toy soldiers move. In front of the band soldiers, there's a purple segment blocking your way. Just shoot it. The other toy soldiers are there so you can ride along on their heads after you insert the batteries. At the very top, you'll have to climb from the short to the tall soldier (don't hover). When you're at the end, equip the Chibi-Blaster and press Y to enter a scope view. Shoot the purple lever in front of the princess to extend the final bridge.



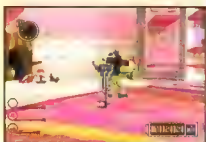
Give the Red Shoe to Princess Pitts. Later, go to Jenny's Room at night again and you'll see Mort on the dresser, wishing he could plant a flower in the small tin. Go to the Chibi-House and buy a Nectar Seed. Go back to Jenny's Room and dig a hole with your Spoon in the tin dirt, then plant the flower.



The flower will bloom in a day, so go up and watch Mort meet Princess Pitts for the first time. He runs off and she faints. She asks you to help her get over her fear or scary things. Put on your Trauma Suit, then knock yourself out in front of her by pressing Z. You'll wake up in the Chibi-House wearing the Ghost Suit. Go back upstairs and pose in front of her with the Ghost Suit until she stops fainting.



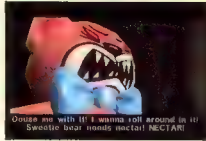
Go get the Bandages from the Kitchen and the Ticket Stub from the Bedroom, then talk to Mort again. When you return to Jenny's Room later, you'll see that Sunshine has lost his composure and is trying to destroy the castle. Go up to Princess Pitts, talk to Mort, then use your Chibi-Blaster to shoot the switch on Mort's back.



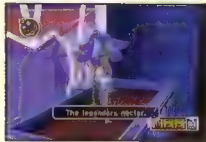
Sunshine: During one of the days after Mom locks herself in the Bedroom, you can catch Sunshine gorging himself on nectar from the pot in the toy tree stump in Jenny's Room.



He'll freak out when he notices you and demand more nectar. Get some by using your Squirter on the yellow flowers in the Backyard. Bring the full Squirter upstairs and shoot him in the face with nectar.



After you give the Ticket Stub and the Bandages to Mort, you'll find Sunshine rampaging. Help Mort defeat him and Sunshine will come down hard from his nectar high, and beg you to help him rehabilitate. He hands over the Legendary Flower Seed, and says it takes 10 years to bloom. Use the time machine in the UFO to go back to the Bedroom and put the seed in the planter. When you return, use the Squirter on the flower that blooms and squirt Sunshine in the face.



SUIT UP

Chibi-Robo gets different outfits to wear throughout the game. While wearing them, he can strike various poses by pressing Z, and also talk to certain animals when in specific costumes.

Drake Redcrest Suit

At night, go up to the TV when it turns on by itself. Super Hunter Drake Redcrest will give you the suit. Use the pose near Drake and he'll take you on patrol with him. Show it off to Dad for some Happy Points, or to Sophie to make her nervous.



Trauma Suit

Let your battery run out completely. If you pose, you'll knock yourself out. When you get knocked out, you'll lose some Moolah as well.



Ghost Suit

When Princess Pitts asks you to scare her so she won't faint by looking at Mort's face, put on your Trauma Suit and pose in front of her. You'll be wearing this new suit when you wake up. If you pose, several little ghosts fly up and you'll flip your tongue.


CONTINUED



SUIT UP CONTINUED

Tao Suit

Complete all the training courses in the Free Rangers and get the Dog Tags from Tao's dog house and give them to the eggs. Sarge will give you the Tao Suit. Pose to bark. You can understand Tao and the Bluebird when you're wearing this.



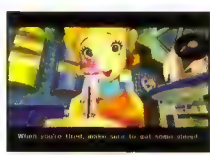
Frog Suit

Revive Freida, the dehydrated frog in the Backyard. When you pose in this suit, you'll hop up a little and a musical note will come out.



Pajamas

Give Mom an old piece of fabric after she serves Dad with Mom's Letter. When you pose, you'll fall asleep. This is useful if you need to fast-forward to day or night.



Super Chibi-Robo Suit

You get this after activating Giga-Robo. When you pose, you'll raise your fist in the air and rotate.



STICKY SITUATION

If you pause the game, one of the menu options that pops up is "Stickers." You earn Stickers by completing certain missions or finding objects.



1. Giga-Robo—Fully activate Giga-Robo.

2. Telly—After you activate Giga-Robo, sit down on the doorstep in the Foyer or on the red mushroom in Jenny's Room. If you don't move, Telly will give you a pep talk. Just keep sitting there until he starts making small talk about his secret dream. Do this once a day, every full day, around seven or eight times.



3. Chibi-Door—Open all the Chibi-Doors.

4. Utilibot—Build all the Utilibots.

5. Frog Ring—Find all 10 Frog Rings and give them to Jenny.

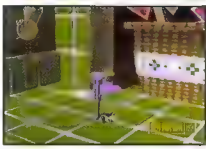
6. Frog—Do the rain dance while dressed in your Frog Suit in the Backyard with the frogs Freida and Fred.



7. Bluebird—Bring the Bluebird in the tree in the Backyard all the items he requests: Cookie Crumbs, Nectar and the Super Eggplant (see #22 for how to get this).



8. Mr. Prongs—Use the Chibi-Radar near the unused fireplace in the Living Room with the green tiles. Tap the area with the Spoon and he pops out. Bang the Spoon on the ground until he's fully grown.



9. Drake Redcrest—After you activate Giga-Robo, you'll see Drake hiding behind some grass in the Backyard. Talk to him at night and help him perform the Galaxy Twin Blizzard.

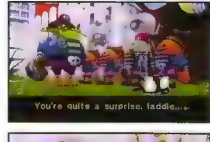


10. Sophie—Bring her back one of the Love Letters she dropped when falling down the stairs in the Foyer. Scare her using the Ghost Suit while she's staring at Drake in the Living Room with a Love Letter stuck to her antennae.

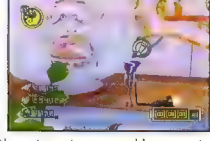


11. Free Rangers—Rescue Memphis from Tao.

12. Captain Plankbeard—After you activate Giga Robo, find Treasures A through C and "defeat" the aliens, go into the Backyard at night to talk to him.



13. The Great Peekoe—During the night he sometimes randomly appears in the fishbowl. Give him the Snorkel & Goggles from Jenny's Room.



14. Sunshine—Squirt him in the face with the Legendary Nectar.

15. Mort & Princess—Help these two star-crossed lovers get together.

16. Dinah—Bring her all the colored Blocks in the house so the funky sprouts can have a concert in the Backyard.

17. Funky Phil—You get this at the same time as the Dinah Sticker.

18. Queen Spydor—Defeat her in combat.

19. Hot Rod—Buy yourself a Hot Rod from the Chibi-PC. After several Free Rangers go AWOL, one will be standing next to the blue hot rod upstairs. Race him in a game of "chicken" and get an "S" ranking.



Can you spot the difference?



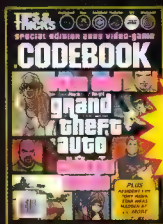
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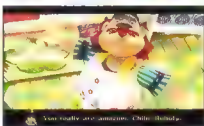
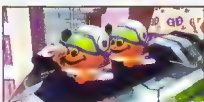
11 STICKY SITUATION CONTINUED

20. Space Scrambler—

Buy yourself a Space Scrambler from the Chibi-PC. After several Free Rangers go AWOL, two will be standing next to the Space Scrambler on the shelf in the Foyer. Talk to the one on the left to race. Get an "S" ranking.

21. Cooking—After Mom locks herself in the Bedroom, talk to Dad during the daytime when he's in the Kitchen. Help him make some hamburgers.

22. Kid Eggplant—You get three treasure maps from Captain Plankbeard after you return the Scurvy Splinter to him and recruit four eggs for his crew. Read Treasure Map C. Go to the Backyard and climb the

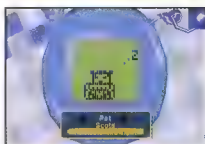


tree, then hover from the large branch to a smaller one that has a plot of dirt in it. Dig with the Spoon to uncover Kid Eggplant. He'll give you the Super Eggplant.

23. Primopuel—Read Treasure Map B. Go to Jenny's Room and run up and down the keys on her toy piano several times. Pick it up and show it to Dad and he'll set it down on the counter in the Kitchen.



24. Tamagotchi—Read Treasure Map A. After you activate Giga-Robo, go back to the Basement and open the treasure chest in the corner. Give the Tamagotchi to Dad, then play with it yourself when you find it lying unattended in the Living Room. If you make the Tamagotchi happy once, you get the sticker.



11 COLLECTIBLES

Frog Rings

There are 10 Frog Rings scattered around the house. Most of them you can easily find using your Chibi-Vision. Every time you find a Frog Ring, you can give it to Jenny for 33 Happy Points.



Frog Ring #1—On the short dresser next to the Living Room TV, pull out the green drawers and climb up so you can get the ring.

Frog Ring #2—Behind the glass in the cabinet next to the Living Room TV. You need a Living Room Ladder Utilibot and the Chibi-Blast. Climb onto the space next to the glassed-in section and shoot the pink bear sticker. Walk through and grab the ring.

Frog Ring #3—On the bottom of the hanging bulletin board in the Living Room with the crayon drawing of Tao stuck on it. You need the Living Room Ladder and the Living Room Bridge to reach it.

Frog Ring #4—On the dining table in the kitchen. Talk to Mom and she'll have tea with you, and place you on the table.

Frog Ring #5—Look around in the basement. In the wall opposite from Giga-Robo you can see a Frog Ring.

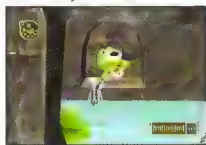
Frog Ring #6—In Jenny's Room, on the pink display cabinet on the shelf with the hat boxes.

Frog Ring #7—On the swing in the backyard.

Frog Ring #8—Use a charged blast to break the pink bear sticker on the side of the waterfall in the Foyer. Flip the switch to stop the water so you can get the ring that was behind the cascade.

Frog Ring #9—This falls out after you defeat Queen Spyder.

Frog Ring #10—Go down the drain in the kitchen sink. There's one area down there where a silver wall is blocking a hollow area. Charge up your Chibi-Blast to full power and knock down the wall.



If you give all 10 Frog Rings to Jenny, something special will happen.

Chibi-Doors

Whenever you find one of these small doors, open yourself in and twist the outlet to open it. Inside are floating eyeballs and Moolah. When you grab the Moolah and go back out, the door will close and shut its eyes. Press R to check how many Chibi-Doors are in the room. Usually you can't get all of them until you have all the Utilibots that can be built for that room.



There are also some of them you can't find until you have the Chibi-Radar and the Charge Chip for your Chibi-Blast. When you use the Chibi-Radar, you can find hidden Chibi-Doors. Reveal them by shooting the areas indicated with a charged-up shot from your Chibi-Blast.



Living Room (PPT)

1. Use the Chibi-Blast to break the pink bear sticker on the side of the waterfall in the Foyer.
2. Flip the switch to stop the water so you can get the ring that was behind the cascade.
3. This falls out after you defeat Queen Spyder.
4. Go down the drain in the kitchen sink. There's one area down there where a silver wall is blocking a hollow area. Charge up your Chibi-Blast to full power and knock down the wall.
5. Use the Chibi-Blast while on the couch.
6. Use the Chibi-Radar while on the couch.
7. Use the Chibi-Blast while on the couch.
8. Use the Chibi-Blast while on the couch.
9. Use the Chibi-Blast while on the couch.

11 COLLECTIBLES

Bedroom (1/10)

1. Go to the front of the house, under the awning that has the hanging basket.
2. Use the Chibi-Robo to get the hanging basket.
3. Go to the back of the house, under the awning that has the hanging basket.
4. Use the Chibi-Robo to get the hanging basket.
5. Go to the front of the house, under the awning that has the hanging basket.
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9. Go to the front of the house, under the awning that has the hanging basket.
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Foyer (1/10)

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Blocks

Most of the blocks can be easily found by using your Chibi-Vision. The Blue one is a bit more difficult, since you need to have already given Dinah most of the six blocks and brought six Funky Phil sprouts ("Phillys") to life.

Red—The first time you meet the Free Rangers, Sarge is using the red block as a stage. It's on a shelf in the Foyer that you can only reach after you get the Foyer Ladder Utilibot.

Green—On the second wall shelf over Jenny's bed.

White—On the eastern awning in the backyard. You can only get to the awning if you've upgraded your Chibi-Blaster with a Charge Chip (to destroy the spiderweb on the tree) and if you have the Frog Suit or Tao Suit so you can talk to the Bluebird. Spraying it with water or shooting it will wake it up (do this at night if you don't want it to get mad).

Purple—Dinah chucks this block at your head after you bring three of Funky Phil's sprouts to life.

Yellow—During the daytime, the Great Peekoe randomly appears in the Backyard, doing a handstand on the yellow block on the swing.

Blue—After bringing Dinah four or five blocks, you'll see Tao occasionally chewing on this block while in the Kitchen or the Backyard. You can get him to drop it if you give him a Dog Bone. There's usually one that appears near the dog food in the Kitchen. It might also show up buried in the Backyard. If you don't see one, just end the day and check again.

Bedroom (1/10)

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Bedroom (1/10)

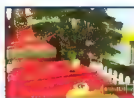
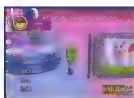
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Jenny's Room (1/1)

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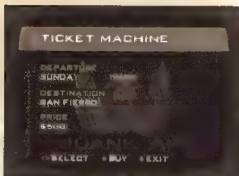
Pat Reynolds, Editor

Welcome to *The San Andreas Chronicle*, a monthly column that follows Carl "CJ" Johnson's path through the state of San Andreas in Rockstar Games' *Grand Theft Auto: San Andreas*. We'll also bring you information on the many side missions, odd jobs and secrets you'll want to find as you play through the game. This month, it's fun with planes, trains and reader mail!

AIRPORT TRAVEL

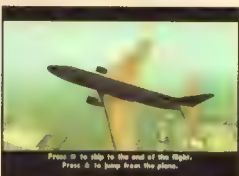
In a game like *Grand Theft Auto: San Andreas* that allows you to take the controls of any aircraft you can see and go for a joyride, you might not expect the designers to also include conventional air travel as well. Well, they did! You can go to any of the three airports in the game (one in each city) and purchase a ticket for a one-way flight to either of the other cities.

First, simply get yourself to one of the airports and look for the yellow marker near the terminal building. If you're having trouble locating it, look around the buildings closest to the road, or the road that leads back to the main road around the airport. Walk into the marker to enter the airport.



You'll be given the choice to fly to either of the other cities. As in real life, flying is far from free—it's gonna cost you some green, so don't bother looking for a relaxing flight if you're broke. Make your selection to board the plane; the game handily skips all of the really fun stuff, like checking your baggage, waiting in the line for your tickets and going through the security checkpoints.

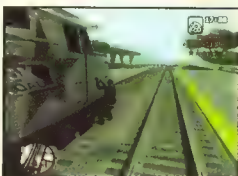
Once you're airborne, you've got just a few choices. You can sit back and enjoy the ride as the game gives you a cinematic view of the plane, or you can skip the visuals and just go straight to the ground at the other end, ready to continue your crazy adventure in a new city. If you're really nuts, you do have the option to jump out of the plane in mid-flight, D.B. Cooper style. This can be fun as long as you're packing a parachute. If you don't have one, it'll be an amusing—and final—trip to the ground...the long, hard way.



The flight ends after your plane lands at the airport. You'll find yourself standing near the yellow marker at the terminal building of the new airport. Now get out there and make your mark on the new town!

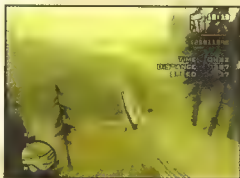
Running the Rails

If you think that you've done all of the odd jobs, side missions and assorted busy work that San Andreas has to throw at you, you might still have missed some things. The game is just that big! Have you tried hijacking a freight train and then using it to run cargo from station to station? If you have, then I congratulate you, my friend...maybe San Andreas really has shown you all of her secrets. If you haven't, strap in and read on for all of the knowledge you'll need in order to add some more cash to your coffers by riding the rails.



The first thing you'll need to do is find a train. Check the map for the location of the rails (they're red) and move the cursor over them to find a station (or stations) in each city. In Los Santos, you can use Market Station or Unity Station. In San Fierro, the train stops at Cranberry Station. In Las Venturas, you can pick up a train at Linden Station, Yellow Bell Station or the Sobell train yard. As with any vehicle, simply approach it (in this case, the engine) and use the carjack button to toss out the engineer and take control of the train.

To start the train mission, press R3 (or Right Thumbstick on the Xbox). The only thing to worry about when driving a train is your speed. Go too slow and you'll miss the time limit to deliver your cargo; too fast and you risk flying off the rails and failing the mission.



To successfully deliver cargo at a station, you'll need to stop so the engine is inside the red marker. Watch the distance indicator and start slowing down at about 500-700, depending on your speed. If you overshoot the marker, you can bring the train to a complete stop and then reverse by holding the Brake button. To complete a train mission, you must make five successful deliveries without wrecking the train. If you complete two train missions, you'll score a cool \$50,000!

"M" AGAIN! San Andreas Re-Released

In case you missed it—cause we certainly did—Rockstar has made good on its promise to reissue copies of *Grand Theft Auto: San Andreas* with the controversial "hot coffee" content removed from the game disc (see *The San Andreas Chronicle* Vol. 10 in issue #128). The revised game once again qualified for an "M" rating from the ESRB in October of 2005, and has reappeared on the shelves of most of the stores that refused to carry the original version after it had been re-branded with an "AO" rating. PS2 owners who haven't yet experienced the world of San Andreas (if it's possible that any still exist) should look for the *Special Edition* version of the game (MSRP: \$49.99), which comes with a bonus DVD. The second disc offers two features: *Grand Theft Auto: San Andreas—The Introduction* (a mini-feature that sets up the game's story, previously only available with the *San Andreas* Official Soundtrack three-disc set) and *Sunday Driver* (a Rockstar-produced documentary about lowrider/car culture in real-life Los Angeles). Xbox owners have access to an even sweeter package: The three-disc *Grand Theft Auto: The Trilogy set* (MSRP: \$59.99) includes *GTA III*, *Vice City* and *San Andreas* in a single box that offers perhaps the highest total number of hours of entertainment since Nintendo released *Super Mario All-Stars* for the Super NES.



Letters to the Editor

A few months ago, I asked for suggestions to improve this monthly column, and we've been getting lots of feedback—including hundreds of letters from people who misunderstood my request and kept sending in suggestions for how to improve the game itself! I thought it might be fun to bring you some of the craziest letters, suggestions, comments and requests we've received from our readers regarding *The San Andreas Chronicle* and *Grand Theft Auto* in general. Strap on your seat belts and come with me on this wild ride, delivered by you, our readers!

Grand Theft Auto: EVERYTHING!

When you improve *Grand Theft Auto: San Andreas*, you should be able to scuba dive with the fish and sharks. You should be able to play lacrosse, football, soccer, street basketball and baseball for professional teams. You should be able to start a business like a restaurant. You should be able to climb mountains. When it snows, there should be people outside having snowball fights. There should be jet skis, wakeboards and surfing. There should be all seasons. Kids in different grade levels should go to school at different times of the day. In the beginning of the game you should be able to customize your character, and choose if it's a boy or girl, and you start off as a teenager and grow up into an adult. You should be able to buy different types of cell phones. You should be able to get phone calls or check voice mail or go online AOL or AIM and IM people online. You should be able to sneeze, get cuts and bleed, and get stitches.

—Michael Capozzoli
Wading River, NY

But Michael, if they made that game, there'd be no need for any other video game, ever!

Because It's So Much Fun in Real Life...

You should be able to have CJ take his girlfriends shopping and to the hair salons, and to get their nails done.

—Miguel Ramirez
Ontario, OR

And then when you want to have CJ go into a video game store, his girlfriend

should throw a fit and insist that he can only stay for a few minutes.

I Like One of Your Ideas

There should be cheat codes that let you raise cops from the dam and also play as bigfoot.

—Damien Blanchard
Northville, AZ

Sure, let's give the religious right another reason to condemn the *Grand Theft Auto* series by throwing in witchcraft and the occult. But that "play as bigfoot" thing? Genius.

Wacky Letter Snippets!

Here are some of the craziest bits and pieces from reader mail we've gotten here at the Chronicle. Be warned: Some of this stuff may cause you to laugh milk through your nose.

"P.S. If you see Britney Spears tell her I'm her biggest fan!"

OK, so if I see Britney I should tell her I'm her biggest fan? Got it.

"There should be better technology, like space shuttles..."

But there's not really anybody to shoot at or anything to steal in space, is there?



"P.S. Can you please tell what the mystery code is for *San Andreas*? I can't figure it out!"

That's why it's a mystery code—we couldn't figure it out either, and if we could, we'd certainly tell you all about it.

"There should be all kinds of animals walking around so you can shoot them."

Get help. Seriously.

"CJ should be able to ride anything."

Jumping onto pedestrians and making them give you piggyback rides would be pretty sweet.

"Please add aliens, monsters and robots to *Grand Theft Auto: San Andreas*."

You forgot pirates, ninjas, Nazis and monkeys.

"You should be able to get a spy car that shoots, flies, floats and drives..."

You should look at those games starring that guy, James...something, I think. Bundy...Bono...I had it, then I lost it.

"P.S. Guam is in the Mariana Islands, in case you didn't know that."

Thanks, I did not know that.

"Do me a favor and send me all of the *San Andreas* merchandise you can buy in stores."

I'll get right on that!

"The mystery code for *San Andreas* (#37) gives CJ maximum Stamina."

Awesome, thanks for figuring that out for us!

"The mystery code for *San Andreas* (#37) puts nitro in the taxi cabs."

That's not what I heard.

"GTA should have a Chucky doll that chases you down and he talks to you and the only way to kill him is you got to hide some type of gun somewhere on top of a very high building or wherever you would like to put it."

And here I always believed TV and the movies when they told me that guns work by carefully aiming and pulling the trigger, not hiding them on top of tall buildings.

On that note, we bring this edition of the Chronicle to a slightly disturbing close. Keep those letters rolling in, people! Even though our letter contest is over, we could still use suggestions for what you want us to cover in this column, or custom games you've created with your friends.



PS2 STRATEGY

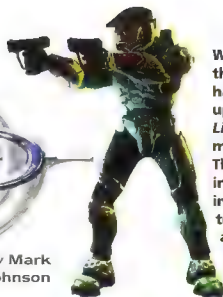
XBOX



HALO

INSIDER

by Mark Johnson



With the release of *Halo 2*, the most popular Xbox game has been given a massive upgrade, incorporating *Xbox Live* support for online multiplayer matches among other refinements. This monthly column will keep you informed with the latest goings-on in the *Halo 2* community, including trends, strategies, tricks, exploits and new discoveries...and of course, we'll also show you how to become a more lethal online combatant.

15

DEAD OR ALIVE 4: HALO EDITION

Everyone wants to know what *Halo 3* is going to look like. Just how cool will the Mark-VI Mjolnir armor look, fully pimped out in HD running on 360 next-gen hardware? Well, we can't answer that question for you just yet (don't worry, you'll know as soon as we



do), but we can give you a little bit of *Halo*-related goodness on the Xbox 360 this month, courtesy of Tecmo's acclaimed fighter *Dead or Alive 4*. Ladies and gentlemen, say hello to Nicole, otherwise known as Spartan-458. In one of the best crossovers in video-game history, the developers at Team Ninja got permission from the folks at *Halo* developer Bungie to include a Spartan in their latest fighting extravaganza. And boy, does she look good. So we're going to deviate a bit from the norm this month, and show you all the different ways that Spartan-458 could kick your ass.

We've listed every move and combo available in Nicole's arsenal, but there are a few things you should know before you head out looking for a fight. The button inputs are based on the default configuration, and we listed them by the button command you press, rather than the input command. On the default controller, the button settings are as follows:

Punch (P) = Y button

Kick (K) = B button

Free (F) = X button

Throw (P + K) = A button

Keep this in mind if you reconfigure your controls or are using the *DOA4* arcade stick. As an example, the Slipspace Straight Combo is P, P, P based on input commands, but we have it listed as Y, Y, Y because that's the button combination you have to press to activate the combo. We've also listed the directional commands as if your character is on the left side, facing the right. If you're on the right side facing left, simply reverse the left/right directions.

There are also three different kinds of hits in *Dead or Alive 4*: stuns, knockdowns and knock-backs. Stuns cause your opponent to stumble around for a short period of time, knockdowns smash them down to the ground at your feet and knock-backs send your foe tumbling away across the stage.

Whenever possible, we've listed how a particular move affects the person on the receiving end so you know what to employ as a follow-up maneuver.

To unlock Spartan-458, beat the game in Story Mode with every character including Helena. This can take a bit of time, especially when playing as a character you are unfamiliar with, but it's well worth it, as you will also get a *Halo 2*-themed stage (Nassau Station, complete with interactive Warthogs) when you unlock her.



Spartan-458 is only available in Versus, Time Attack, Survival and Sparring. No Story Mode for you!

UNIQUE MOVES

Slipspace Straight Combo (Knock back)	Y, Y, Y
Modified Slipspace Straight Combo (Knock-back)	↘, Y, Y, Y
Pillar of Autumn (Knock back)	Y, Y, ↗, Y, Y, Y
Modified Pillar of Autumn (Knock-back)	↘, Y, Y, ↗, Y, Y, Y
Grunt Punt Combo (Knock back)	Y, Y, ↗, Y, Y, B
Modified Grunt Punt Combo (Knock-back)	↘, Y, Y, ↗, Y, Y, B
Covenant Crusher (Knock-back)	Y, Y, B, B
Modified Covenant Crusher (Knock-back)	↘, Y, Y, B, B
Dead on Arrival (Knock-back)	Y, B
MAC Lunge (Stun)	↘, Y
Pelican Straight (Knock-back)	↘, Y
Tank Treads (Knock-back)	↗, Y, Y
Spartan Straight Combo (Knock-back)	↗, Y, Y, Y
Ghost Destroyer Combo (Knockdown)	↗, Y, B, Y or ↗, B, Y
Orbital Aggression (Knock-back)	↗, Y, B, B
Augmented Assault (Knock-back)	↗, Y, Y
Spinning Low Punch (this move will knock your opponent down if it is a Critical Hit. Otherwise, it's a very short stun.)	↘, Y
Warthog Tackle (Knock-back)	↘, ↗, Y
Brute Bash (Stun)	↘ ↘ ↗, Y
Assault Fist (Knockdown)	↘ ↘ ↗, Y



Spartan-458 just no-scoped this old dude.



Heavily armored Spartan warrior versus scantly clad ninja girl. Wonder who's gonna win?

UNIQUE MOVES continued

SPNKR Lunge (Stun)	Hold \triangleright , Y
Hatch Crasher (Knockdown)	\triangleright , \triangleright , Y
Slipspace Straight (Knock back)	\triangleright , \triangleright , Y
Mark-VI Roundhouse Combo (Knock-back)	B, B
SPARTAN Spin Kick (Stun)	\leftarrow , B
Lunging Rib Cracker (Knock-back)	\rightarrow , \rightarrow , B
Lunging Rib Cracker Combo (Knock-back)	\rightarrow , B, B
Grunt Punt (Knockdown)	\rightarrow , B
Wraith Hammer (Knockdown)	Y + B
SPARTAN Straight (Knock-back)	\leftarrow , Y + B
Spine Snapper (Stun)	X + B
Mark-VI Roundhouse (Knock-back)	\leftarrow , X + B
Spinning Foot Sweep (Knockdown)	\rightarrow , X + B
Running SPARTAN Straight (Knock-back)	Y while running toward your opponent
Flying Lunge Punch (Knock-back)	Y while jumping over an obstacle
Flying Chest Kick (Knock-back)	B while jumping over an obstacle
Rising Warthog Tackle	Y + B while getting up



The coolest move in the game, hands down; there's nothing like shoving a Plasma Grenade into your opponent's stomach.

Now where's my Energy Sword?



Nicole loves to sneak up on small children and surprise them with a hug.

THROWS

Nikki is an excellent close-combat fighter, and many of her most punishing moves come out of her throws and counters. Learn which combos and moves can be interrupted (preferably after a stun hit in the combo chain) so you can sneak in throws and grapples whenever possible. This is an excellent way to cause extreme amounts of damage to your opponent.

Flood Exterminator (Stun)	A
Great Journey (Knock-back)	A when opponent's back is facing a slope
Elite Eliminator (Knockdown)	A when next to a wall
ONI Interrogation (Knockdown)	\leftarrow , A
SPARTAN Interrogation (Knockdown)	\leftarrow , A when next to a wall
Shield Penetrator (Knockdown)	\rightarrow , A
Prophet Punishment (Knockdown)	\rightarrow , A when next to a wall
Plasma Grenade Stick (Knock-back)	\leftarrow \times \rightarrow \triangleright , A
Wrath of Reach (Knockdown)	\leftarrow \times \leftarrow , A
Reverse Flood Exterminator (Stun)	A when facing opponent's back
Reverse Elite Eliminator (Knockdown)	A when next to a wall and facing opponent's back
Sleeper Swing (Knock-back)	\leftarrow , A, \leftarrow , A when facing opponent's back
Brain Demolisher (Knock-back)	\leftarrow , A, \leftarrow , A when next to wall and facing opponent's back
Fist of Rukt (Knockdown)	\triangleright , A against a crouching opponent
Modified ONI Interrogation (Knock-back)	\rightarrow , A against a crouching opponent
Modified SPARTAN Interrogation (Knockdown)	\rightarrow , A when next to a wall and opponent is crouched

HOLDS

Counters, or Holds as they are known in *DOA4*, allow you to grab an opponent in the middle of his or her strike and launch a punishing counter-move. Usually some kind of throw or grapple, these moves are damaging and fun to watch as they can really humiliate your foe.

Helmet Cracker	\leftarrow , X against a high punch
Achilles Annihilator	\leftarrow , X against a high kick
Crossfire Grab	\leftarrow , X against a middle punch
Bulkhead Bash	\leftarrow , X next to a wall and against a middle punch
Escape Velocity	\rightarrow , X against a middle kick
Anvil Drop	\leftarrow , X against a low punch
Explosive Decompression	\leftarrow , X against a low kick
Gravity Slam	\leftarrow , X against a jumping punch
Deckplate Crush	\rightarrow , X against a jumping kick



Learn to counter enemy attacks, or you won't stand a chance when playing online.

DOWN ATTACK

Down attacks can be used against any foe lying on the ground. While any low attack (e.g. a low sweep) will work, each character has a move specially designed to take advantage of foes who are caught napping.

Mjolnir Crunch	\leftarrow , Y + B when your opponent is lying on the ground
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TAUNTS

If you're really confident of a win, you can heckle your opponent. Bust out a taunt to inflict some emotional pain, but watch out or your enemy will sock you in the jaw while you're busy gettin' mouthy.

Taunt 1	RB or \leftarrow , \rightarrow , \leftarrow , X + Y + B
Taunt 2	\rightarrow , RB or \leftarrow , RB or \rightarrow , \rightarrow , X + Y + B



Taunt your opponent by going invisible before you crush him into the floorboards. Also be sure to make fun of his pants.

There you go, folks...now practice, practice, practice. It's a good idea to get familiar with all of the other characters in *Dead or Alive 4* if you want to be a pro with Spartan-458; as in *Halo 2*, it never hurts to have first-hand knowledge of the type of fighter you are up against. Oh, and when playing as Nicole on the Gambler's Paradise stage, keep your eyes peeled for a drive-by surprise. Now who do you think would win in a fight, Spartan-458 or the Master Chief?



SELECT GAME PREVIEWS

The purpose of *Select Game Previews* is to show you a select group of new and upcoming

games so YOU can influence the contents of *TIPS & TRICKS*. Take a look and see what interests you, then write down the names of the games you plan to buy or rent and mail them to *TIPS & TRICKS Select Game Previews*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. We'll total up your votes and use the results to determine which strategy guides we'll be featuring in upcoming issues of *TIPS & TRICKS*.



TOM CLANCY'S SPLINTER CELL: DOUBLE AGENT

Publisher: Ubisoft

In Stores: March

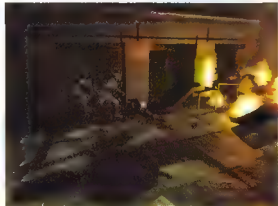


Also On: PS2 • GameCube • Xbox 360

For the first time, Sam Fisher faces an opponent with equal skill, courage and resourcefulness: himself. In *Tom Clancy's Splinter Cell: Double Agent*, the fourth in the vaunted series and the first appearing on a next-generation console, Fisher works for both the National Security Agency and an American terrorist organization, and gets mission objectives from each side that can sometimes be

in direct opposition. The difficult task of maintaining cover forces Fisher to make some tough moral choices that can affect the ultimate outcome of the story, which features branching paths and multiple endings. Stripped of his gear at first, Fisher must be able to quickly read a situation and use it to his advantage. Early screen shots show him using stealth, darkness and the distraction of a prison riot to

make his escape. The game also includes exciting action sequences, from skydiving to SCUBA diving. The online multiplayer features have been improved with the inclusion of a ranking system, and veteran players may be placed on a team with newbies to offer them a helping hand. Obviously the Xbox 360 version is the one with all the bells and whistles, and its release has been delayed to June to make sure it's up to snuff. But Ubisoft is not abandoning the other platforms; each version will contain some type of exclusive content





BLACK

Publisher: EA

Available Now

Also On: PS2

From developer Criterion Studios (creator of the *Burnout* series), *Black* is a first-person shooter featuring undercover operatives who work with no supervision whatsoever. Black agents can storm in anywhere they want and start tearing up everything, from the fully destructible environments to the clusters of enemies who will outnumber, but probably never outgun you. Check out the pile of shell casings on the game's packaging; it's clear that the guns are the heroes of the game (or maybe it's the ammunition)? Killing enemies by the dozen while storming single-handedly straight into a high-security border crossing with guns blazing is actually encouraged—the more Rambo you get, the better.

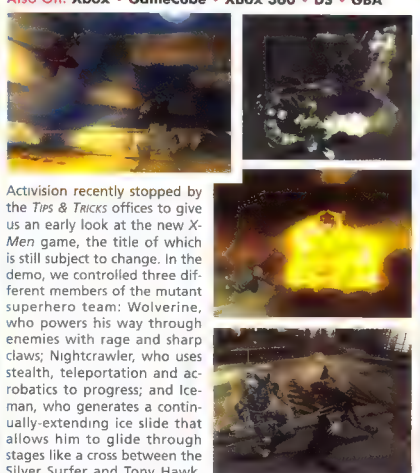


X-MEN 3

Publisher: Activision

In Stores: 2nd Quarter 2006

Also On: Xbox • GameCube • Xbox 360 • DS • GBA



Activision recently stopped by the *Tips & Tricks* offices to give us an early look at the new *X-Men* game, the title of which is still subject to change. In the demo, we controlled three different members of the mutant superhero team: Wolverine, who powers his way through enemies with rage and sharp claws; Nightcrawler, who uses stealth, teleportation and acrobatics to progress; and Iceman, who generates a continually-extending ice slide that allows him to glide through stages like a cross between the Silver Surfer and Tony Hawk. The game actually serves as a link between the second and third *X-Men* movies, filling in story details that will prepare fans for the release of the latest film.

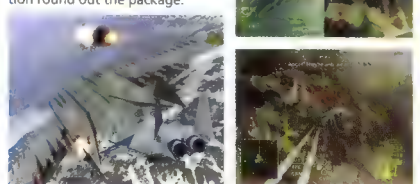


ACE COMBAT ZERO: THE BELKAN WAR

Publisher: Namco Bandai

In Stores: 2006

Ace Combat Zero: The Belkan War takes place 15 years prior to the events in *Ace Combat 5*. Namco has essentially nailed the art of combat flight sims with previous games in the series, so the newest release fleshes out more of the game's human elements. To complement the deep storyline, artificial intelligence routines track your performance and make constant adjustments to the both the action and the noninteractive elements: Rival pilots with distinctive personalities adjust their flying styles to counter your own, radio communications are altered based on your performance and even the ending can change depending on your playing style. Enhanced wingman commands, authentic licensed aircraft and multiplayer action round out the package.

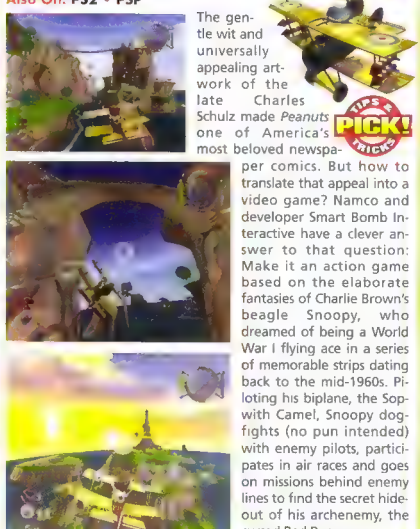


SNOOPY VS. THE RED BARON

Publisher: Namco Bandai

In Stores: 4th Quarter 2006

Also On: PS2 • PSP



The gentle wit and universally appealing artwork of the late Charles Schulz made *Peanuts* one of America's most beloved newspaper comics. But how to translate that appeal into a video game? Namco and developer Smart Bomb Interactive have a clever answer to that question: Make it an action game based on the elaborate fantasies of Charlie Brown's beagle Snoopy, who dreamed of being a World War I flying ace in a series of memorable strips dating back to the mid-1960s. Piloting his biplane, the Sopwith Camel, Snoopy dog-fights (no pun intended) with enemy pilots, participates in air races and goes on missions behind enemy lines to find the secret hideout of his archenemy, the cursed Red Baron.



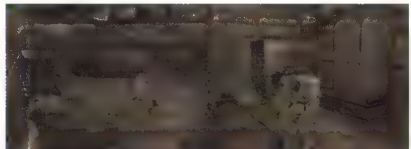


METAL GEAR SOLID 3: SUBSISTENCE

Publisher: Konami

In Stores: March

Subsistence is *Metal Gear Solid 3: Snake Eater* after it's been super-sized. The single-player game is packed full of extras: new face paint, camouflage and stages of Snake vs. Monkey; a movable camera; two new difficulty settings; and a Demo Theater that lets you watch cutscenes using your favorite face paint/camouflage. The free online mode supports Voice Chat, CQC moves and more; up to eight players can participate. There's even a surprise appearance by Reiko Hinamoto from *Rumble Roses*. Connect a PSP running *Metal Gear Acid 2* and you can download pictures and view them in 3-D using a special camera. Two classic *Metal Gear* titles are packed in as well: the original MSX computer versions of *Metal Gear* and *Metal Gear 2: Solid Snake*.



SYPHON FILTER: DARK MIRROR

Publisher: Sony

In Stores: March



Dark Mirror is the first game in the *Syphon Filter* series to be made exclusively for the PSP. The title refers to a weapon ("Project Dark Mirror") that has been stolen by a paramilitary group called Red Section. Playing as Gabe Logan, the leader of a secretive United States government agency, your task is to recover the stolen goods using your wits, your skills at hand-to-hand combat and a slew of high-tech gear, from night vision goggles to explosive darts. Enemies are well-equipped also, with turrets and zip lines, and are intelligent enough to use flanking maneuvers or provide backup. Online play supports up to six players in Ad Hoc Mode and up to eight players in Infrastructure Mode.



FIGHT NIGHT 3

Publisher: EA

Available Now

Also On: PS2 • Xbox • PSP

The *Fight Night* series is taking another step forward in simulating the sweet science. One of the most important new features in *Round 3* is the absence of any onscreen interface elements. Instead of energy meters that show exactly how much stamina and energy your pugilist has left, you'll have to watch your fighter's face, body language and audi-



ble cues. The game also features ESPN Classic footage from some of the 20th century's greatest bouts... and if just watching these classics doesn't do it for you, step into the squared circle yourself and actually recreate your favorite fights. Whether you're a boxing purist or just a casual fan, *Fight Night: Round 3* will have you eating lightning and crapping thunder!

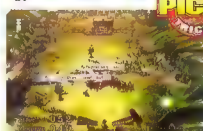


YOOT SAITO'S ODAMA

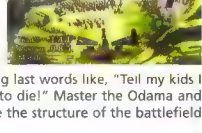
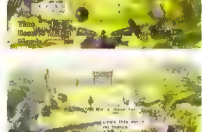
Publisher: Nintendo

In Stores: March

The bizarre workings of *Seaman* creator Yoot Saito's mind pour forth in this highly entertaining genre hybrid of pinball and military strategy. The *Odama* is a



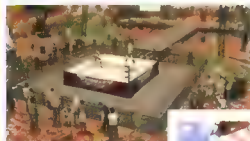
gigantic ball that wreaks havoc on the battlefield, bowling over friend and foe, so you must babysit your own forces if you don't want them to lose faith in you as a commander. A microphone attachment lets you issue voice commands which are essential to get your troops out of the *Odama*'s path. Accidentally squish a few of your own men and they're liable to shout out guilt-inducing last words like, "Tell my kids I love them!" or "This is no way to die!" Master the *Odama* and you'll snatch power-ups, change the structure of the battlefield and roll your way to victory.



RUMBLE ROSES XX

Publisher: Konami

In Stores: 2006



also makes the WWE wrestling games. In *Rumble Roses XX*, new game-play modes like Tag Team, Battle Royale and Elimination have been added, and there are even more wrestling moves, increasing the potential for supreme humiliation submission holds. Don't get too cocky, though, since reversals and dirty fighting are all fair game.



Rumble Roses XX knows its audience and will bend over backwards to cater to it. Thanks to the graphic power of the Xbox 360, players can now view the game's new "assets" in super high definition. Despite its obvious campy flair, the *Rumble Roses* series showcases excellent wrestling physics, courtesy of developer Yuke's Co. Ltd., which

MARC ECKO'S GETTING UP: CONTENTS UNDER PRESSURE

Publisher: Atari

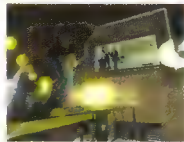
Available Now



Also On: Xbox

If you took a slice of *Tony Hawk's Underground*, added a dash of *Jet Grind Radio* and threw in a pinch of *Mortal Kombat*, you'd have the recipe for *Marc Ecko's Getting Up: Contents Under*

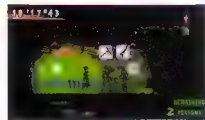
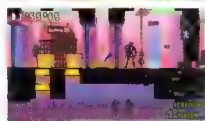
Pressure. Part adventure, part graffiti sim and part fighting game, *Getting Up* casts you in the role of up-and-coming graffiti artist Trane who must "get up" (i.e. vandalize high places) in order to gain respect in the underground graffiti world. The graffiti system utilizes both analog sticks and requires that you move them in a realistic way, so you get the sensation of what it's really like to be a graffiti artist



EXIT

Publisher: Ubisoft

Available Now



creating a makeshift allied coalition that can really help in situations requiring more complex exit strategies.



Exit is an action/puzzle game with the design sense of a colorful and stylish series of comic panels. You play as Mr. ESC, a rescue worker capable of extracting himself from 100 different emergency situations, including an exploding factory, a burning building and a flooding subway. There are even additional emergencies available for download. *Exit* forces you to think quickly; you must push aside objects, climb ladders and use ropes and other tools to find the safest and fastest way to exit each disaster area. You can even assign tasks to people you've already rescued,

LOST PLANET

Publisher: Capcom

In Stores: 2006



strous creatures both native and alien threaten the humans stranded on this world, an inhospitable, arctic environment composed of vast fields of snow and desolate, abandoned cities. Travel is abetted by the use of heavily-armored all-terrain vehicles, which you can jump into and out of at will. In addition to the single-player experience, there are several multiplayer modes that are supported by Xbox Live, allowing participants to engage in team battles.





NBA BALLERS: PHENOM

Publisher: Midway

In Stores: 2nd Quarter 2006



Also On: PS2
So you think you can walk the walk, but can you talk the talk? That's the basic question you'll face in the sequel to the hit *NBA Ballers*. Along with proving your skills on the court, in *NBA Ballers: Phenom* you'll have to prove that you're marketable off the court as well. Create your character, set up your digs and hit the streets of L.A. as you try to build your rep. As you work your way up the ranks on your way to becoming the #1 pick in the draft, you'll also be able to undertake side missions that will help mold you into the entertainment mogul inside you that's screaming for a red-carpet premiere.

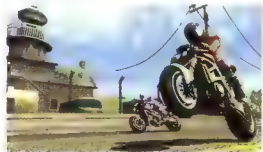


MOTOGP 06

Publisher: THQ

In Stores: 2006

Originally announced under the title *MotoGP: Ultimate Racing Technology 2006*, this new motorcycle racing game is being described by its publisher as "an incredible visual experience with [an] unparalleled sensation of speed and adrenaline"—and let's just say, it had better be good with hyperbole of that caliber. (If you're wondering how both THQ and Namco can release *MotoGP* games, it's because "MotoGP" is not the name of a video-game series like *Gran Turismo* or *Ridge Racer*; it's actually an organized class of pro racing like Formula 1 or NASCAR, encompassing specific bike



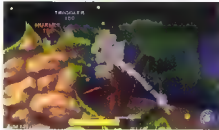
styles.) We don't have any real info about the game just yet, other than the fact that it's being developed by Climax...but boy, the screen shots sure are purty.



WORMS: OPEN WARFARE

Publisher: THQ

In Stores: March



Also On: DS
The *Worms* series has always combined originality, humor and ample use of excessive force into a surprisingly addictive combat game. In *Worms: Open Warfare*, the series returns to its 2-D roots, as cartoon worms blow each other to smithereens with an arsenal that could put the Pentagon to shame. After mastering the use of such classic weapons as the Bazooka, Holy Hand Grenade and Ninja Rope, it's not just a



challenge as to who will be the last worm standing, but what incredibly humiliating weapon you use to off your final enemy. Although it's been around for over a decade, the *Worms* series is tailor-made for handheld multiplayer gaming; it's going to be a *Worms* world once again.



DRIVER: PARALLEL LINES

Publisher: Atari

In Stores: 2nd Quarter 2006

Also On: PS2
Driver: Parallel Lines is split between two periods of history in the life of the game's protagonist, a virtuoso getaway driver. Starting out in 1970s New York as an up-and-coming talent, you'll associate with pimps, petty crooks, and street racers, eventually performing jobs for mem-



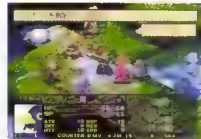
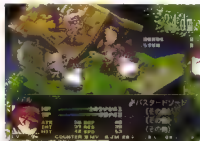
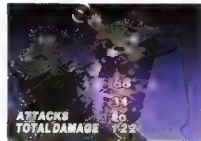
bers of the criminal underground. When a job goes wrong, you get double-crossed and land in prison for 28 years. Now it's 2006, and you're out and looking for revenge. Fortunately, while you were cooling your jets in the can, the automotive industry cranked out some sweet rides that are just waiting to be pimped out.

**DISGAEA 2**

Publisher: NIS America

In Stores: August

Disgaea was a cult hit, thanks to its addictive gameplay and the great character design by Takehito Harada. In this follow-up, the peaceful human world of Valdimie is cursed by the Overlord Zenon, turning all the humans into demons and monsters. The last human left to fight Zenon is a 17-year old boy named Adell. Other characters include Rozalin (Rose), Zenon's only daughter, and Overlord Etna (who you might remember as the spoiled demones from the first game). A new feature in *Disgaea 2* is the "Dark Court," where characters who cause trouble are brought in front of a court where they'll be tried (with representation, of course).

**POKÉMON TROZEI!**

Publisher: Nintendo

In Stores: March



More than 380 Pokémon have been stuffed into this odd little puzzle game, in which you must use the DS stylus to organize the critters into vertical or horizontal rows. The minute you form a



"Trozei" (a row of four), you can create a chain reaction by linking three, then two Pokémon in a row to clear them from the game screen. The premise of the game is that you are a secret agent named Lucy Fleetfoot who is working for the Secret Operations League to save the Pokémon that have been stolen by the Phobos Battalion. It's easier to Trozei some Pokémon than others, and wireless multiplayer battles will help you to unearth rare Pokémon.

**THE KING OF FIGHTERS: NEOWAVE**

Publisher: Sega

In Stores: 2006



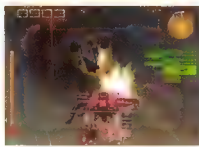
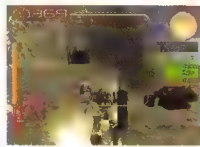
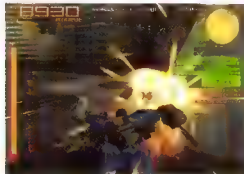
The King of Fighters: NeoWave is basically a port of the *Atomiswave* arcade game, but the graphics have been improved and the gameplay has been enhanced for the Xbox. In addition to bringing back the three-on-three format, thrust attacks and the evacuation rolling maneuver, *NeoWave* features three modes of play: Max2, Guard Break and the ever-popular Super Cancel mode, which allows you to link Special Moves into Super Attacks. The game also supports *Xbox Live*, with players duking it out in one-on-one fighting and multiple players able to take each other on in Tournament Mode. 36 characters fill up the roster, with returning favorites such as Iori, Yamazaki and Kyo.

**ARMORED CORE: LAST RAVEN**

Publisher: Agetec

In Stores: 2nd Quarter 2006

Fans of the long-running *Armored Core* series will be excited to learn that developer From Software is planning a new installment for a Spring 2006 release. *Armored Core: Last Raven* will be the final PS2 release in the series, and it will see a return to story-driven battles in a big way. Once again taking the role of a Raven pilot, you'll make choices during each mission that will align you with one of two warring factions: the Alliance and the Vertex. Your decisions during these missions will change the flow of the story mode, which should give *Last Raven* even more replay value than recent entries in the *Armored Core* series.

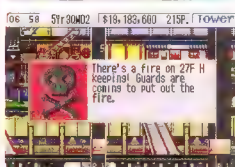


GAME BOY ADVANCE

THE TOWER SP

Publisher: Sega

In Stores: March



smoothly while maintaining the peace and cleanliness of the tower. Problems like fires, burglaries, cockroaches and even overcrowded elevators will test your tower-building savvy.



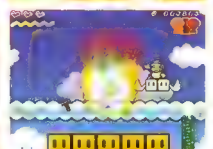
The Tower SP is a building simulator that tests your ability to create and maintain your own magnificent upright cylindrical community; the Tower of Babel be damned. Starting with the basics, you can choose to slum it up with low-cost apartment living or cater to high-end clientele with luxury condominiums. Non-residential units like restaurants, saunas and movie theaters can also be added. No matter what path you choose, your tenants' happiness hinges on your ability to keep everything running

DS

SUPER PRINCESS PEACH

Publisher: Nintendo

Available Now



After years of kidnapping Princess Peach only to have his plans repeatedly foiled by those meddling plumbers, Bowser has finally decided to switch it up a bit and kidnap Mario and Luigi instead! With her boys in trouble, Princess Peach takes matters into her own white-gloved hands, using the powers of her parasol (useful for knocking heads) and special "emotional" abilities that trigger when she gets near Vibe Island, Bowser's weirdly mood-affecting new turf. In addition to normal platform-jumping abilities, Peach can focus strong emotional vibes into telekinetic abilities like burning (with anger), levitating (from joy) or even recovering health when keeping a Zen-like calm, to the point of invincibility.



XBOX

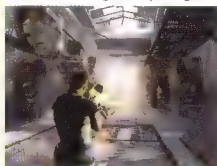
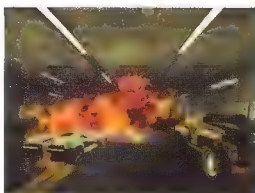
SPY HUNTER: NOWHERE TO RUN

Publisher: Midway

In Stores: 3rd Quarter 2006

Also On: PS2

The Spy Hunter series takes on a new dimension in *Nowhere to Run*, as players will actually be able to exit their vehicle and mix it up with bad guys in third-person combat. Midway has signed Dwayne "The Rock" Johnson to play the role of the game's protagonist, Alex Decker. With the Rock's voice and likeness, it'll be your job to prevent the evil NOSTRA corporation (as seen in previous *Spy Hunter* games) from carrying out its plans to steal a range of military and industrial technology...including your own spy vehicle, the awesome shape-changing Interceptor.



GAME BOY ADVANCE

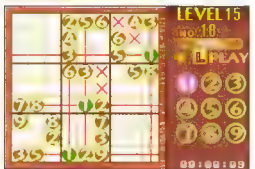
DR. SUDOKU

Publisher: Masiff

Available Now



If you've never heard of Sudoku, you may be the last person on earth who hasn't. A Sudoku puzzle is a square that is divided into three-by-three grids that each contain nine squares, with several numbers already placed in various positions. Your task is to fill in the remaining blanks so that every row, column and grid includes the numbers from 1 to 9 without repeating any. This latest puzzle craze has swept through the United States like wildfire, and it's not too late for you to jump on the bandwagon! *Dr. Sudoku* offers 1,000 puzzles as well as an Original Mode which gives you the chance to create your own custom puzzles.





Upcoming Games

All Release Dates Subject to Change

MARCH

Age of Empires: The Age of Kings (Majesco) DS
Bad Day L.A. (Enlight) XB
Beatmania (Konami) PS2
Blazing Angels: Squadrons of WWII (Ubisoft) XB
Boktai (Konami) DS
Burnout: Revenge (EA) 360
Capcom Classics Collection Remixed (Capcom) PSP
Drakengard 2 (Ubisoft) PS2
Fight Night: Round 3 (EA) PS2 XB 360 PSP
From Russia With Love (EA) PSP
Full Spectrum Warrior: Ten Hammers (THQ) PS2 XB
The Godfather (EA) PS2 XB PSP
Kingdom Hearts II (Square Enix) PS2
Metal Gear Solid 3: Subsistence (Konami) PS2
Metroid Prime: Hunters (Nintendo) DS
MLB '06: The Show (Sony) PS2 PSP
MX vs. ATV Unleashed (THQ) PSP
Naruto: Clash of Ninja (D3) GC
Naruto: Ninja Council (D3) GBA
Onimusha: Dawn of Dreams (Capcom) PS2
OutRun 2006: Coast 2 Coast (Sega) PS2 PSP
Pokémon Trozei! (Nintendo) DS
Pursuit Force (Sony) PSP
Puzzle Challenge: Crosswords and More! (Crave) PS2 PSP
River King: A Wonderful Journey (Natsume) PS2
Sandlot Baseball (Vivendi Universal) XB
Shadow Hearts: From the New World (Xseed) PS2
Super Monkey Ball: Touch and Roll (Sega) DS
Syphon Filter: Dark Mirror (Sony) PSP
Tales of Phantasia (Nintendo) GBA
Tetris DS (Nintendo) DS
TimeShift (Atari) XB
Tom Clancy's Splinter Cell: Double Agent (Ubisoft) PS2 XB GC
The Tower SP (Sega) GBA
Ultimate Pocket Games (Telegames) GBA
Viewtiful Joe: Red Hot Rumble (Capcom) PSP
Yoot Saito's Odama (Nintendo) GC

APRIL

Advent Shadow (Majesco) PSP
America's Army: Rise of a Soldier (Ubisoft) PS2
Atelier Iris 2 (Atari) PS2
Battletations: Midway (THQ) PS2 XB
Brothers in Arms (Ubisoft) PSP
Bully (Rockstar) PS2 XB
The Chronicles of Narnia: The Lion, the Witch and the Wardrobe (Disney) PSP
Classified: The Sentinel Crisis (Global Star) XB
Commandos: Strike Force (Eidos) PS2 XB
Dance Factory (Codemasters) PS2
EyeToy: Chat (Sony) PS2
Juka and the Monophonic Menace (Orbital) GBA
Lara Croft Tomb Raider: Legend (EA) PS2 XB 360 PSP
Major League Baseball 2K6 (2K) PS2 XB GC 360 PSP
Mortal Kombat: Deception Unchained (Midway) PSP
NFL Head Coach (EA Sports) PS2 XB
Okami (Capcom) PS2
Rogue Trooper (Eidos) PS2 XB 360
Saint's Row (THQ) 360
Top Spin 2 (2K Sports) 360 DS GBA
The Wild (Buena Vista) GBA
Wings Club (Konami) PS2

MAY

Bass Pro Trophy Fishing (Vivendi Universal) XB
Battle Zone (Atari) PSP
Black & White Creatures (Majesco) PS2 PSP
Bumpy Trot (Atari) PS2
Chromehounds (Sega) 360
The Da Vinci Code (2K Games) PS2 XB
Dead Rising (Capcom) 360
DMZ North Korea (Vivendi Universal) XB
Final Fantasy XII (Square Enix) 360
Fuel (Dreamcatcher) XB
Gander Mountains Trophy (Vivendi Universal) XB
Grand Theft Auto: Liberty City Stories (Rockstar) PS2
Guilty Gear: Judgment (Majesco) PSP
Hitman: Blood Money (Fidos) PS2 XB
Jaws Unleashed (Majesco) PS2
Men at Work (Vivendi Universal) XB

Monster Hunter Freedom (Capcom) PSP
Outlaw Chopper (Vivendi Universal) XB
Phantasy Star Universe (Sega) PS2
Sandlot Football (Vivendi Universal) PS2 XB
Sandlot Basketball (Vivendi Universal) PS2 XB
Sandlot Hockey (Vivendi Universal) PS2 XB
Steamboat Chronicles (Atari) PS2
TOCA Race Driver 2006 (Codemasters) PSP
Worms: Open Warfare (THQ) DS PSP

JUNE

Crisis Core: Final Fantasy VII (Square Enix) PS2
The Darkness (Majesco) 360
Def Jam Fight for NY: The Takeover (EA) 360 PSP
Dirge of Cerberus: Final Fantasy VII (Square Enix) PS2
Fear & Respect (Midway) PS2
Gran Turismo 4: Mobile (Sony) PSP
Hummer (Global Star) PS2
Pirates of the Caribbean: The Legend of Jack Sparrow (Bethesda) XB
Prey (2K Games) 360
Stranglehold (Midway) 360
Test Drive: Unlimited (Atari) 360
Tom Clancy's Splinter Cell: Double Agent (Ubisoft) 360
Too Human (Microsoft) 360

END OF QUARTER 2006

50-Cent: Bulletproof (Vivendi Universal) PSP
Armored Core: Last Raven (Atari) PS2
Driver: Parallel Lines (Atari) PS2 XB
Far Cry Instincts: Next Chapter (Ubisoft) XB
Far Cry Instincts: Predator (Ubisoft) 360
Gears of War (Microsoft) 360
The Legend of Zelda: Twilight Princess (Nintendo) GC
Mage Knight: Destiny's Soldier (Atari) PS2
Metal Saga (Atari) PS2
Moto GP 2006: Ultimate Racing Technology (THQ) 360
NBA Ballers: Phenom (Midway) PS2 XB
Samurai Champloo: Sidetracked (Namco Bandai) PS2
Street Supremacy (Konami) PSP
Tom Clancy's Splinter Cell: Essentials (Ubisoft) PSP
Tourist Trophy (Sony) PS2
World Poker Tour (2K Sports) PS2 PSP
X-Men 3 (Activision) PS2 XB GC 360 DS GBA

3RD QUARTER 2006

Dark Sector (D3) 360
Disgaea 2 (NIS) PS2
Frame City Killer (Namco Bandai) 360
The Godfather (EA) 360
The Lord of the Rings: Battle for Middle-earth II (EA) 360
Pac-Man World Rally (Namco Bandai) PS2 XB GC PSP
Spy Hunter: Nowhere to Run (Midway) PS2 XB
Superman Returns (EA) PS2 XB GC 360 DS PSP

POSSIBLE IN 2006

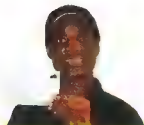
Ace Combat Zero: The Belkan War (Namco Bandai) PS2
Cabbage Patch Kids (D3) GBA
Fatal Inertia (Atari) PS3
Fear & Respect (Midway) 360 PS3
Fight Night: Round 3 (EA) PS3
Final Fantasy III (Nintendo) DS
Final Fantasy V (Nintendo) GBA
Final Fantasy VII (Nintendo) GBA
Final Fantasy XII (Square Enix) PS2
The King of Fighters: NeoWave (SNK) PS2 XB
LEGO Star Wars: The Original Trilogy (LucasArts) PS2 XB GC DS PSP GBA
Lost Odyssey (Microsoft) 360
Lost Planet (Capcom) 360
Me and My Katamari (Namco Bandai) PSP
Medal of Honor: Airborne (EA) PS2 XB 360 PS3
Mega Man: Maverick Hunter X (Capcom) PSP
Mega Man: Powered Up (Capcom) PSP
Metal Gear Solid 4: Guns of the Patriots (Konami) PS3
New Super Mario Bros. (Nintendo) DS
Resident Evil 5 (Capcom) 360
Resident Evil: Deadly Silence (Capcom) DS
Rumble Roses XX (Konami) 360
Scarface: The World is Yours (Vivendi Universal) PS2 XB 360 PS3
Snoopy vs. the Red Baron (Namco Bandai) PS2 XB PSP
Sonic Riders (Sega) PS2 XB GC
Spectral Souls (NIS) PSP
State of Emergency 2 (SouthPeak) PSP



READER MAIL

TIPS & TRICKS 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211

If you send us a letter,
Earl will deliver it to us.



THE DEAD CENTER

I have a question for you guys. In your December 2005 issue, you guys did a *Trauma Center: Under the Knife* strategy guide. In Episode 4, Chapter 2, "Awakening," you said, "At the end, five aneurisms will appear at once. Use the Healing Touch to magnify the dead center so you can inject all five aneurisms at once. You can spread one injection across two aneurisms to save time." First of all, what do you mean by the "dead center"? And second, I tried to spread one injection across two aneurisms, but that's impossible. How did you guys do that? Other than this, your magazine rules!

Roo11
Oceanside, CA



"Dead center" just means the middle. Also, you can conserve the amount of fluid you inject into each aneurism by not pushing the plunger on the syringe all the way down. If you inject one aneurism with half the fluid in the syringe, you can use the other half to inject another aneurism. This is what we meant by "spread one injection across two aneurisms."

Hey, use your real name next time. What do you think this is, the Internet?

DOG, SKUNK AND ELEPHANT

I have been a longtime subscriber and adoring fan of your magazine. Sadly, one of these is about to change.

What am I waiting for? Let me get to the point. You guys suck. I always thought you were the #1 video games magazine, but no...you suck, big time! Allow me to explain:

In your *Reader Mail* section, you only publish the letters that make you look as good as possible. The only letters published say, "Oh, my gosh, I love you guys so much I would give up my soul for your magazine because I suck." The letters are obviously written by complete idiots. Don't you realize they're bribing you to publish their letters?

To make matters worse, your strategy guides are so crappy. They are way too short and they don't give out information needed for that game.

Also, in your *Select Game Previews*, you put those "Tips & Tricks Pick" symbols on the most boring games ever; only a group of idiots like you would play them.

Lastly, your *Halo 2 Insider*, *Final Fantasy World* and *San Andreas Chronicle* columns suck! They are just normal games that only brain-dead monkeys would play. I would go on, but your tiny brains might overload. Compared to other gaming magazines, *Tips & Tricks* stinks like a wet dog, a dead skunk and an elephant's butt all together. I'll sign my real name, but only because I don't want another issue. Better yet, cancel my subscription! Later, losers.

—Austin Rollins
Bristow, VA

P.S.: Don't forget to send the refund money, you butt-headed, nose-picking shrews!

You know, we can already predict what kind of letters we'll be receiving next month. Half of them are going to be angry missives from the loyal readers you have dismissed as "brain-dead monkeys," fiercely defending us and demanding to know your home address so they can leave flaming bags of feces on your doorstep. The other half will be hate-filled rants just like yours, penned by imitators who just want to get their names in the magazine and are incorrectly assuming that—since your letter got printed—we're more likely to print reader letters that are loaded with stinging insults.

KINGDOM HEART MURMURS

In issue #128, you said that *Kingdom Hearts II* for PS2 would come out in December, but in issue 130, it changed to March. So, when will it come out? December or March?

—Edgar Borboa
Phoenix, AZ

Because the game publishers are constantly changing their games' release dates, we have to keep updating our game release calendar to reflect these changes. Obviously, December has come and gone; as this issue goes to press, our *Square Enix* insiders are telling us that *Kingdom Hearts II* will hit the stores in March. We're keeping our fingers crossed, too.

MEGAMANIA

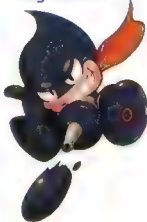
I noticed that in the *Select Game Previews* section of issue #131, when you were discussing the PSP game *Mega Man: Powered Up!* you mentioned that "you can now play as the original eight bosses." I do own nearly all of the *Rockman* and *Mega Man* games (about 46 currently), and I wanted to say that the original 1987 release only had six Robot Masters (Fire Man, Bomb Man, Guts Man, Cut Man, Elec Man and Ice Man), but for the remake they have added two new bosses: Oil Man and Time Man. The interesting thing is that Oil Man appeared in the PC version of *Mega Man III* that was released by Hi-Tech Expressions in 1992 (one of the worst games ever released in the series, though thankfully it was not developed by Capcom). I just wanted to point that out, but keep up the good work, you guys! Your magazine is awesome!

—Jesse Brown
Diamondhead, MS

You know, when it's deadline time at *Tips & Tricks*, we can hardly count to three, never mind six or eight. Thanks for setting the record straight. We really don't think it's the same Oil Man, though. The Oil Man character in the PC version of *Mega Man III* was probably created by Hi-Tech; it's doubtful that Capcom considers him to be a part of the official *Mega Man* rogues gallery.



Left: The original "Oil Man," as seen in the PC version of *Mega Man III*.



Right: The new Oil Man, as seen in the upcoming *Mega Man: Powered Up!* game for the PSP.

YES, NO, MAYBE SO

I have a couple of questions for you.
1) Is *Grand Theft Auto: Liberty City Stories* coming out for the PS2?
2) Are you guys going to send us the strategy for *King Kong*?



3) Is the PlayStation 3 going to have better graphics than the Xbox 360?

—Anthony Gaitano
Sylmar, CA

P.S. Thanks for the codes for GTA: Liberty City Stories.

1) As a matter of fact, yes, it is. Rockstar recently announced that Liberty City Stories will be released for the PlayStation 2 in 2006. No exact release date was given.

2) No... Well, we did feature a King Kong strategy guide in our February issue. So if you have a subscription to *Tips & Tricks*, and if by "us" you are referring to your fellow subscribers, then yes, we have already done so.

3) We'd be willing to bet that there will be certain PS3 games that have better graphics than the majority of Xbox 360 games. But we're also confident that there will be certain Xbox 360 games that will have better graphics than the majority of PS3 games. Just remember that the design of the hardware is never as important as the talent of the people making the software.

THE ASTRO-MEGA CONNECTION

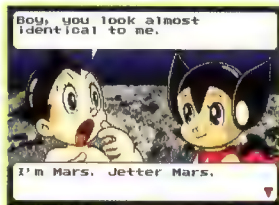
I have heard about the Astro Boy games from Sega on both PS2 and Game Boy Advance. I also have seen the new anime show that is made for him. But I was wondering, did the idea of Mega Man come about as an imitation of the original Astro Boy? Both of them have laser or plasma cannons on their arms. Maybe Capcom's owners were kids or teenagers before getting this idea, so please explain. And speaking of imitation, I remember seeing this robot who people would mistake for Astro Boy; his name was Jetter Mars (a.k.a. Captain Jet and Kooki in Arabic, which means a parrot's pet name). He had a teenage girlfriend and she was a female robot instead of a sister; she had blond hair and wore a mailot (that's a French term for a swimsuit or a leotard with long sleeves). (Gee! They'd better take care about those girls' modesty, since kids are watching.) So, do you have any information or ideas about Jetter Mars' story? I mean, who imitates whom here? Thanks for noticing.

—Wael AL-Abri
K.S.A. Riyadh, Saudi Arabia

What's up, Wael? We'll do our best to answer your questions. (A note to our readers: Wael is definitely the biggest *Tips & Tricks* fan in the Kingdom of Saudi Arabia. He writes us letters all the time, but we don't always have a chance to respond.)

Like most of the Japanese people his age, Capcom's Keiji Inafune is a huge fan of Astro Boy. When Inafune and his team created the Mega Man characters and storylines, there's no doubt that

they were heavily influenced by the works of Osamu Tezuka, who created Astro Boy in the 1950s. In fact, you would have a hard time finding a video-game designer, manga artist or animator in Japan who would not admit to having been inspired by Astro Boy! Tezuka's influence swept over Japan like a tsunami, and echoes of his storytelling ability and design sense can be seen in the creations of all the people who grew up enjoying his work.



Jetter Mars was the star of a short-lived anime series from Toei Animation in the late 1970s. Unlike Mega Man, however, he was much more than a "tribute" to Astro Boy; the character was created by Osamu Tezuka himself and was obviously intended to be a thinly disguised version of Tezuka's most famous character. You should definitely check out Astro Boy: Omega Factor for the Game Boy Advance; it's loaded with cameo appearances by Tezuka's characters, including Jetter Mars.

MORE FUN WITH ALL OUR GAMES

I just want to ask a small favor. Please add a section in *Tips & Tricks* for Super NES games. I still have my Super NES and my friends do, too. We just ask for a tips section so we could have more fun with all our games. We would really appreciate it.

—Javier Reyes
Delano, CA

I love your magazine, but there's one thing I want back in it: Nintendo 64. My uncle gave us our N64 when I was young. I still have it, but there are no cheats for the games I already own.

—Davis Machado
Snohomish, WA

We don't have any current plans to bring Super NES and Nintendo 64 coverage back to the monthly *Tips & Tricks* issues, but we will definitely reprint all of the SNES and N64 codes in our archives in an upcoming issue of the *Tips & Tricks CODEBOOK*. Note that Nintendo's next-generation game system (code name: Revolution) will be able to play NES, Super NES and Nintendo 64 games, so we suspect that there will be an increased demand for older cheats like these. Stay tuned!

LETTER FROM THE MAYOR

Please list how to unlock the eight hidden games in *Capcom Classics Collection*. And how come you didn't mention this newly released title in *Select Game Previews*?

—Mayor Mike Hagger
Metro City, NY

You'll find cheat codes to unlock all of the game's features in both our PlayStation 2 Tips and Xbox tips sections. And we did feature *Capcom Classics Collection* in our *Select Game Previews* section in issue #127. Please say "hi" to Jessica for us.

WOND'RING ALOUD

I was wondering, why do certain things come out only for certain game systems? Like the EyeToy for instance; it only came out for PS2. Why didn't it come out for Xbox?

—Joel Pollard
Albertville, AL

That's an easy one. The EyeToy was made by Sony, the same company that makes the PS2. Believe it or not, the three major video-game hardware companies of the early '80s (Atari, Mattel and Coleco) all made games for each other's game systems. Unfortunately, today's game publishers rely much more on system "exclusives" to help them capture larger percentages of the game-playing audience. So you'll never see Halo on the GameCube, Zelda on the PS2 or God of War on the Xbox. If you're interested in the EyeToy—and you seem to be—then Sony would like you to buy a PlayStation 2 so you can check it out.

TOKEN OF THE MONTH



This month's token comes from the Gulf Islands Water Park in Gulfport, Mississippi; it was sent in by reader Jesse Brown, who worked at the Gulf Islands arcade last summer.

Arcade players and operators: Send us a token from your favorite arcade. If we choose it as our "Token of the Month," we'll print your name right here. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
Tips & Tricks Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

Gaming Gear

hardware peripherals accessories



4 **Nikyo's Tech Armor** (MSRP: \$14.99) is great for transporting your PSP and protecting it from scratches and unnecessary damage. Made from black anodized metal, the tough exterior provides heavy-duty protection against accidental bumps and the form-fitting case is lined with neoprene to keep your PSP safe while on the move.

The Armor is just slightly larger than the PSP, so you don't have to worry about trying to stuff the case into your pocket...and at a mere 5.4 ounces, you will hardly notice the extra weight.

The **Mad Cats VGA Cable** allows you to connect your Xbox 360 to a PC monitor, LCD monitor or any HDTV that allows VGA hook-ups. In addition to supporting normal 480p HD resolution, the VGA Cable supports HD resolutions of 720p and 1080i, allowing for crystal-clear screen imagery. The VGA Cable comes with left and right RCA audio jacks for stereo audio and also has an optical input for digital audio. In stores now for \$19.99.



4 **X-OM's \$29.99 Music on PSP** software allows you to turn your PSP into a virtual jukebox by recording internet radio to your Memory Stick Duo. Simply install the Music on PSP software onto your PC and choose from one of 6,000 different internet radio streams; you can record up to 20 channels simultaneously. The songs are recorded onto the PC as MP3 files, and can be directly transferred to the PSP via USB cable immediately or saved onto your PC for transfer at a later

date. The software also includes several PC-friendly applications for organizing MP3 and music files, such as a burning and ripping function, an audio file converter, audio editor and a music library. For more info, visit [X-OM's Web site at www.x-om.us](http://www.x-om.us).

Nikyo's Movie Stand is perfect for watching movies on your PSP. Not only does the Stand provide the ideal angle for watching UMDs, but it's also very compact, so you can easily pack it up and transport it in your pocket or bag. While in the Movie Stand, you can hook up your PSP's AC adapter and simultaneously charge the system, and the Stand also features spring-loaded power connections to facilitate attaching/detaching the system. Look for the Movie Stand in stores now for \$11.99.



Part of the **Epic Battles Trading Card Game** by Score Entertainment, the **Mortal Kombat Premier Set** lets you pit your favorite kombatants against each other in a battle for ultimate victory. Including such popular Mortal Kombat characters such as Scorpion, Mileena, Sub-Zero and Kenshi, starter decks (MSRP: \$11.99) contain 50 common cards, 10 rare cards, a checklist and a rule book to teach new players how to play. Booster packs can be purchased to buff up players' decks for an additional \$3.29; each contains two rare cards and eight commons. Score Entertainment is helping to jump-start the game and supporting the local player community by sponsoring local hobby store tournaments, with planned regional and premier tournaments to follow.

If you've ever been interested in video-game development or have had a desire to develop your own games, check out **The Black Art of Video Game Design** by André LaMothe. At 900+ pages (MSRP: \$59.99), the book is fairly comprehensive, but not always comprehensible; beginning concepts such as

learning to use electronic equipment are covered, as well as advanced techniques such as learning to code in high level programming languages. Also inside are design schematics and tons of information on the circuitry and the individual components that work together to create a game system. A CD is included; it contains the entire contents of the printed book and all of the design files, source code and even some tutorials to help you along the way. Just don't think that any of this is easy—we consider ourselves reasonably intelligent, but The Black Art of Video Game Design overwhelmed our feeble minds.



If you haven't heard of **Guitar Hero**, you've probably been living in a cave or under a rock for the last few months. And if you've been playing the game as much as we have, you might need to replace your guitar controller or pick up an additional controller for some one-on-one guitar-dueling action! Red Octane has released a red variation of the standard axe, the **Cherry SG Controller** (MSRP: \$49.99). Picking up one of these bad boys might be a bit of a chore, since it tends to sell out very quickly; if you can't find one at your local game shop, try **Red Octane's Web site**.





STREET FIGHTER II

HYPER FIGHTING

On January 5th, Capcom announced that it will be releasing *Street Fighter II® Hyper Fighting* in all of its arcade glory for Xbox Live Arcade. *Hyper Fighting*, widely regarded as one of the last "pure" *Street Fighter* games, will feature online play, leaderboards and several upgrades to enhance gameplay.

"I Got Next!"

The appeal of a competitive arcade game—especially a fighting game—would always tend to die out when the competition died. Fighting-game fans would constantly shift their attention to different games in the arcades, not because they liked those games better, but because they gravitated toward the competition. To recapture that "waiting in line to play next" competitive arcade feel, Capcom has created a mode called "Quarter Match" specifically for the Xbox Live Arcade version of *Hyper Fighting*. Spectators will be able to watch a match from the lobby as the current players battle it out, and "buy" their way into the match using a virtual quarter to take on the reigning champ. Not only does the quarter represent the player's place in line to battle the victor, but also acts as an in-game method to check out



another gamer's info; simply highlight the quarter to add the player as a friend or check out their gamertag information. Capcom has really paid attention to detail, it seems, and is really trying to recreate a genuine arcade experience.

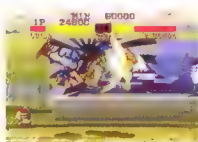
Features, Features, Features

Hyper Fighting is filled to the brim with extra goodies, showing us that Capcom has walked the long mile to make sure the game is still enjoyable. Updated menu screens make navigation easy and painless, and the original monaural soundtrack has been updated to 5.1 surround sound. The control options are fully customizable; players can map the buttons any way they choose, and can even map three simultaneous attacks (Jab + Strong + Fierce or Short + Forward + Roundhouse) to a single button, making it easier to perform



moves such as Zangief's Iariat. Voice chat is also supported for discussing traps, tactics and the like, or even some friendly trash-talking. Capcom even implemented a series of in-game objectives to specifically coincide with the Xbox 360—there are now 10 online and 10 offline objectives that you can complete to beef up your gamerscore.

Players can choose to be ranked before the game starts; they have the option of selecting a competitive game for stat-tracking or a casual game, which does not track stats. This appeals to both competitive and casual players alike; hardcore players will no longer have to worry about "taking it easy" on other players since they will both be participating voluntarily in a ranked match, and casual players can take time to learn the game in a less cutthroat atmosphere before they climb the competitive ranks. Furthermore, players will have the option to jump right into a game via Quick Match, or set up a match with their own set of rules via the Optimatch and Create Game options.



New Leaderboards

One of the most exciting announcements is the implementation of several comprehensive leaderboards. There are four separate leaderboards, and each one caters to a different category. The Monthly and Overall leaderboards are tied to a point-based system; the Monthly board shows the best players over the last 30 days, and the Overall board keeps a running tab of the best players from around the world. The Best Character board keeps tabs on which player is the best at using a specific character and the Consecutive Wins board tracks players' winning streaks and how many matches they have won in a row. What does all of this mean? Well, the gripe of many online *Street Fighter* players was that the point-based system of Capcom vs. SNK 2 EO and *Street Fighter Anniversary Collection* wasn't really accurate. There wasn't a way to separate the high-ranked skilled players and the high-ranked mediocre players without actually playing against them, since the point system could be easily manipulated by anyone. Hopefully the use of multiple leaderboards will correct this, and we will finally be able to tell who the top players are online.



Future Capcom Releases?

The exact release date hasn't been specified yet, but Capcom did confirm that the game will be available in early 2006. Could this be the start of a trend that brings other Capcom multiplayer games to Xbox Live Arcade in the future? My guess is that we can look forward to Capcom releasing more of its flagship titles with additional features in the future. *Final Fight* online, anyone?

On a personal note, *Hyper Fighting* is by far my personal favorite *Street Fighter* game and I am very excited by the news of its impending release for Xbox Live Arcade. Don't be surprised if I run into a few of you online while playing under the TipsTricks gamertag. Take it easy on me, though; I'm a bit rusty.

Mobile
Games
and
Cellular
Entertainment

gaming 2go

by Andy Eddy

So you've got a few minutes to kill, but you're nowhere near a console or handheld game system. If you've got a wireless phone, you might have a way out of that predicament....

18

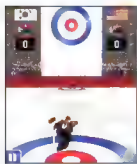
THE OLYMPICS IN YOUR HAND



I-Play acquired the mobile-game license for this year's Winter Olympics in Torino, Italy, and it didn't waste the opportunity to come up with two titles based on the competition, both of which are available now.

The first, *Olympic Winter Games, Torino 2006*, is a multi-event game that plays across four different events: Bobsledding, Curling, Ski Jumping and Downhill Slalom Skiing. Obviously, the event selection means you get a lot of gameplay variety.

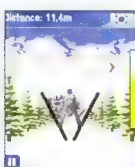
• Slalom is a tense competition that has you angling to hit each gate (or face a time penalty) while keeping your speed up and not losing too much velocity in the turns.



• Curling is a strategic contest that has you sliding your "stones" along the ice and trying to place them in a bull's-eye for maximum

points, while pushing your opponent's stones out of the points...though your opponent is trying to do the same, so careful placement of blocks is key.

• Ski jumping seems simple, but it all revolves around timing the jump at the right moment, then balancing yourself in the air so your "flying" is efficient enough to get you the best distance.



• Bobsledding may just be a matter of guiding a sled through an ice-covered course while mostly governed by gravity, but the key—and biggest challenge—is countersteering so you don't end up too high on the course and flip. It may be the toughest of the events.

While it may not be the most technically advanced mobile game, the pseudo 3-D graphics and gameplay do capture the intensity of the sports, and you'll certainly play it over and over in an attempt to get up to the top of the records and surpass the competition. *Winter Games* is great fun for a quick break or for a longer play session.

As one of the major sports in the world, ice hockey is solid enough to warrant its own title, so I-Play has shipped



U.S. Olympic Ice Hockey to give fans a dedicated offering in which to compete. The game follows official rules—hey, it's an officially licensed Olympics game—but you can opt to switch them off in the interests of time or until your skills are better. It

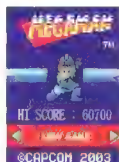


also features the 12 teams that have qualified for this year's Olympic tournament, including the heated local rivalry for the best in North America between the U.S. and Canada. (We're not sure if Mexico fields a team, but if it does, it didn't make the final 12.)

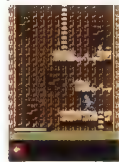
Again, the animation isn't complex and won't push your handset too hard, but the gameplay is entertaining. And the Olympics connection should make it a popular download.

CAPCOM'S FIRST MOBILE GAMES

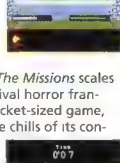
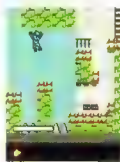
Last issue, we told you that Capcom was prepping to release its own mobile games based on a solid catalog of characters. Both of the following titles should be available now.



Mega Man brings the platform action of the bouncy, blue superhero to handsets with seven levels of action and a trademark boss battle at the end of each. Beating the boss gives Mega Man another weapon to add to his arsenal. If you're familiar with the long-running series, you know that different enemies



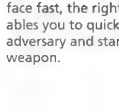
are better dispatched with certain guns, so having a large weapon selection makes getting through the challenges that much easier. In addition to the standard Arcade mode, Capcom has



promised a Saga mode that delivers unlimited lives, so players of any skill level can get through and "achieve the full Mega Man experience."



Resident Evil: The Missions scales down the survival horror franchise into a pocket-sized game, but with all the chills of its console predecessors. It offers 15 "zombie-hunting scenarios," which gradually unlock as you make progress through the game. The graphical presentation is complete with the now-familiar fixed, third-person perspective that changes as you move around the level, adding a movie-style look that supplements the tense action. To cater to the smaller controls, the game is also designed for ease-of-use: Even though the creatures get in your



face fast, the right "soft key" enables you to quickly lock on to the adversary and start firing your weapon.

RIDGE RACER TAKES MOBILE RIDE

Ridge Racer is one of Namco's hottest franchises, and it has a mobile version that, if you're a fan, should really open your eyes. As with the classic PlayStation game of the mid-'90s, this version pushes the hardware with rich 3-D graphics and animation. Even considering you're playing on a small-screened portable, the detail is quite strong. Of course, with so much horsepower being devoted to the graphics, it doesn't provide a ton of variety—only a couple of tracks to start, though they're offered with different configurations so you have a number of races to complete and win on them before you can say you're done. You can look forward to getting some new content unlocked if you're successful with the initial tracks, but it'll require you to run the same track over and over until you come in first.

But the bottom line is that the racing is frantic as you try to keep your car on the track at top speed, and negotiate turns without critical errors that'll slow you down and keep you out of first place. With your handset's vibration turned on, you'll feel each wall you bump or adversary's car you clip. It's not perfect—and the controls are a bit too demanding for such a small form factor—but the fact that you can pull it out of your pocket and get in a quick race makes it a great way to enjoy an old favorite anytime you want.

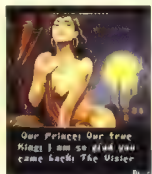


FIT FOR A PRINCE

Not long ago, Gameloft unleashed another *Prince of Persia* mobile game, this one called *The Two Thrones* (yes, just like the console and PC games). In this take on the action-packed adventure game, the Prince finds himself in a homeland ravaged by the Vizier, one of his fiercest foes. However, in addition to needing to clear out the Vizier and his troops, the Prince finds that he's also facing internal conflict—between his normal self and an alter ego, the Dark Prince.



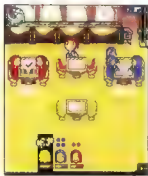
At various points along the trek, the Prince changes between forms, which also brings with it different fighting styles: The "normal" prince uses a blade for most of his fighting, while the Dark Prince uses a whip, both for more ranged fighting and as a grappling hook of sorts. That varied action is also offset by chariot races, in which you have to avoid hazards that'll take you out of the event.



Mostly, though, you'll find many of the same skills that are in the console/PC version, such as flipping, rolling and jumping to traverse the terrain; running along walls to span gaps in the platforms; and springing over enemies to launch fatal sword strikes. The mobile version prompts you by showing the button you need to push in order to accomplish certain moves, but the game is far from an easy walk through the castle. There are plenty of bad guys waiting to take you out, including large boss characters and hazardous terrain that can leave you crumpled on the ground if you make the smallest mistake. It's a great mix of challenging action and compelling adventure.

GLU MOBILE TRIO

Glu Mobile has a handful of new titles—some of which you might recognize. For instance, it has picked up an odd license to create an action sports game called *Jamaican Bobsled*. The title—which came just before the 2006 Winter Olympics in Italy—has you directing a four-man sled through a course and picking up medals. Power-ups are also available, such as a spring (to jump for higher bonuses), a temporary shield and a magnet (to draw distant medals to you). Each successive level (of the 20 offered in Arcade mode) has an increased difficulty, with more obstacles and the need to do a loop over the course. The Championship mode is like a ten-level career progression as you try to take your bobsledder from rookie to the Olympic podium.

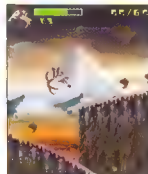


You may be familiar with *Diner Dash* from its history as an online game (such as on Yahoo! and Shockwave.com). It seems like a simple concept, but once you start playing, it's like juggling steak knives: Flo is a restaurant hostess/waitress, and she needs to seat and serve customers to help the establishment thrive.

However, the more cus-



tomers that come in, the harder it is to keep them happy and the tables ready for new patrons. Points are scored for maintaining a happy clientele, but you also get bonuses for doing similar actions (such as taking the order or busing the dishes to be washed) in chains, so you're always balancing your chores with the customers' satisfaction.



Ice Age 2: Arctic Slide spins off from the forthcoming animated film (due out at the end of March), and puts you in control of Scrat the "saber-tooth squirrel."

The game plays in standard scrolling-platformer style, guiding Scrat to pick up as many acorns as possible across 18 levels of hills, cliffs and icy terrain. Of course, he'll also face his share of hazards, such as avalanches, snowballs and gaps. Some levels offer multiple paths, with high numbers of acorns but higher risk, and you can play through any level you've completed and try to garner a bigger score. Glu says that some phones will enable you to play in a "widescreen" mode by turning your phone sideways.

MOBILE GAMING NEWS

• **Phonebites, Man? That's News!**—Phonebites is offering a fun product called the Razz Headset. In addition to serving as a headset for your mobile device, the unit also includes audio clips that can be injected into a conversation at the push of a button. The company will offer headsets with generic sound collections—ten sounds per headset—as well as versions using audio from the *Family Guy* TV show or the *Napoleon Dynamite* movie. Razz has a suggested price of \$19.95 for the generic sounds and \$24.95 for the licensed sounds, and they should be available now (www.razz.com).





Greetings, sports fans, and welcome to the Tips & Tricks sports section. In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

TIPS & TRICKS

SPORTS DESK

by Josh Engel

Vol. 65

Spring Training Roundup, Part 2

The past few years have been pretty interesting in the world of Major League Baseball: the Angels won the World Series for the first time in franchise history, both teams of Sox broke curses/painfully long dry spells and the entire foundation of the game was rocked by the steroid scandal. For gamers, of course, that all pales in comparison to the biggest news of all: Take Two's exclusive licensing agreement with MLB. Now that the *MLB 2K* series is the only third-party baseball title on the block, expectations are running very high. We took a look at Sony and EA's entries last month, so this month it's time for some 2K action with *Major League Baseball 2K6*.

Major League Baseball 2K6

While Sony has the only first-party baseball title out there (unless Microsoft has a secret plan to resurrect the *High Heat* franchise), 2K Sports has the only baseball game that covers every platform, from the Xbox 360 to the PSP—and yes, even



the GameCube will get some MLB love. Touting what 2K calls the "most accurate pitching and batting A.I. ever created," *Major League Baseball 2K6* features a new pitching interface as well as individual and unique player behavior on the mound. The revamped A.I. is also said to include true collision detection, so you'll see fielders collide with each other while going for a fly ball—something that's been missing from baseball games.

This title also brings you the Swing Stick, which is similar to the Load & Fire system you'll find in *MVP 06 NCAA Baseball*; it uses analog-stick sensitivity to control everything from swinging for the fences to laying down a perfectly executed sacrifice bunt.

Other notable new features in *Major League Baseball 2K6* include umpire challenges and online leagues. The game's scheduled shipping date is March 6, so if you don't have the game yet, check your local retailer and get ready to play ball!



Tracking Roster Updates

Baseball is the only sport where roster updates are a high priority. That means playing in a style that's consistent with what you see on the field.

the game hits store shelves. While pro sports like soccer and football don't have a lot of roster movement, the same can't be said

updates consistently.



But that doesn't mean you have to play with Jim Thome still on the Philadelphia Phillies or Jamaal Maggiorie on the New Orleans Hornets. There are plenty of dedicated Web sites—and individuals—who are constantly updating rosters to get them as close to the real thing as possible. Instead of waiting

games' publishers, you can often find up-to-the-minute roster fixes that have been cooked up by hardcore players, and the best part is that you can get them for free. Sometimes you can download them with an Action Replay (or X-Port, or SharkPort, etc.), and some players even offer a service where you can



Just mail them a message card and a number of Internet dollars back to you with the newest rosters saved on it. Updating rosters to reflect player movement isn't the only thing

justed (depending on how they're doing in real life as compared

current and accurate rosters, you'll also get more realistic player ratings and attributes. Remember, though, that this isn't a formulaic thing; the adjusted ratings are subjective, so you may not all

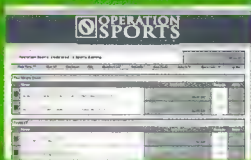
can't lose situation!

One of the best sites for finding rosters for virtually any sports game is operationsports.com.

Once you've registered as a forum member, simply enter the forum for the specific game you want and you're likely to find several different roster updates posted by several different users.

Just make sure you're using the most up-to-date rosters, so keep your eyes peeled for his stuff.

Just make sure you're using the most up-to-date rosters, so keep your eyes peeled for his stuff. Just make sure you're using the most up-to-date rosters, so keep your eyes peeled for his stuff. Just make sure you're using the most up-to-date rosters, so keep your eyes peeled for his stuff.



March Madness

The World Series has a long and storied history and the Super Bowl has the ability to create legends in 60 minutes. But nothing else can generate the kind of no-holds-barred excitement that the NCAA Men's Basketball Tournament delivers year in and year out. Whether it's watching 32 games in the first two days of the tournament, rooting for the underdog to go all the way or being completely overwhelmed by it all at a Las Vegas sports book, there's no doubt that the Final Four has become an American institution. Every season, more than 300 college basketball teams share a common goal: Win the National Championship. The reality is, come March, only 65 teams will make it to the NCAA Tournament. For most of those teams, just making the tournament is considered a major victory. But in every season, there are one or two teams that get hot at just the right time and are able to make a run that goes against all odds. Which, of course, is what makes the tourney so exciting: You never know exactly which team it will be.

In order to make your life a little easier when it's time to fill out your bracket for your tournament pool (not for money, of course...that's not legal in most states), I decided to simulate the 2006 NCAA Tournament with 2K Sports' *College Hoops 2K6*. Of course, I'm writing this in early January, so there's really no way of knowing which teams will actually make the tournament.

For simplicity's sake, I simmed a season in *Legacy* mode to get a random draw. The game appears to be pretty good at simulating a realistic season, too, because all four #1 seeds seem legit: Connecticut, Duke, Villanova and Arkansas. In fact, as of this writing, those first three teams are ranked #1, 2 and 3 in the country. My first virtual round featured one of the biggest upsets in NCAA Tournament history, when over in the Oakland Regional, #15 Hampton shocked #2 Florida with a 67-57 victory. The #3 seed in Oakland also fell, when #14 Gardner-Webb scored a 60-53 win



over Purdue. The rest of the round saw one more major upset: #14 Vermont over #3 seed Cal in Washington. The second round saw a few more surprising upsets, the biggest being Hawaii's (#10) shocking victory over second-seeded Oklahoma State in the Washington Regional.



And in Atlanta, the region's top two seeds were shown the door: #1 Duke was booted by 9th seeded UCLA, 71-66, while #7 Providence dispatched #2 George Washington, 62-51.

The Sweet 16 wasn't so sweet for several teams: In the eight games, the higher seed only won three of them, while two of the losers were #1 seeds. In Minneapolis, we finally saw a decent upset, as 5th-seeded Boston College took down the wily Wildcats of #1 seed Villanova. Another #1 fell in Oakland as well, when #4 Wake Forest sent Arkansas home with an 87-72 victory. The only other



impressive upset was #9 UCLA's 91-62 romp over 4th-seeded New Mexico.

In the Elite 8 round, three games saw the higher seed emerge victorious (#1 Connecticut over #11 Ohio State, #4 Wake Forest over #7 Memphis, #2 Charlotte over #5 Boston College). But down in Atlanta, #9 UCLA appeared to be channeling the energy of legendary (and still-living!) coach John Wooden. The Bruins worked their magic and somehow pulled off their fourth upset of the tournament with a 75-66 win over 3rd-seeded Oklahoma. So the Final Four was set: UConn, UCLA, Wake Forest and Charlotte. For anyone who follow college hoops, this isn't a very likely scenario, but it is entirely possible.

While UCLA came close to living out the Cinderella story, the fairy tale ended in the national semifinals with a 94-78 loss to the Charlotte 49ers. In the other semi, Connecticut was the last #1 seed to fall, losing a 73-72 nail-biter to the Demon Deacons of Wake Forest.

And Wake Forest carried that momentum all the way to the National Championship, beating Charlotte 80-63 in the title game. The Demon Deacons were the lowest-seeded team (#4) to win the Big Dance since the University of Arizona (also a #4 seed) beat Kentucky in 1997.

Will our simulation prove to be frighteningly accurate or ridiculously off-base? Well, I wouldn't lay any bets down based on how this bracket played out...but I also wouldn't be surprised if it ends up being close to what actually happens when the 2006 National Champion is crowned on April 3rd.



True Swing Golf



Nintendo hasn't released too many non-Mario sports games since the Ken Griffey Jr./Kobe Bryant days, but its latest Nintendo DS title is one of the most traditional sports games the company has ever released. *True Swing Golf* offers 15 detailed 3-D courses and lots of options for customizing your character's appearance and equipment.

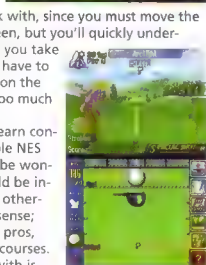
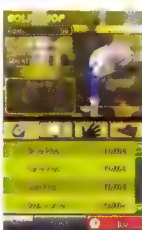
The game's main draw (no pun intended) is the touch screen control, which attempts to fully simulate the true swing of a golf club. It also has a host of multiplayer options, including wireless four-player action with a single game card and the ability to write Pictochat-style messages to your opponents during the game. You can even transmit a "demo version" of the one-player game to a friend. If you were frustrated by the touch screen control in *Tiger Woods PGA Tour* for the DS, you'll appreciate the simplicity of the swing mechanics in *True Swing Golf*. Instead of charging your shot and attempting to follow a specific arc on the touch screen, you actually drag the head of the club with the stylus to make contact

with the ball. The spin and the angle of the ball's path is determined by your ability to draw a straight line, and the distance the ball travels is determined by the distance that the stylus traveled

and the speed at which you flicked it. You don't have a large area to work with, since you must move the stylus upward on the screen, but you'll quickly understand how it works when you take your first putt; you really have to swing much more slowly on the green or you'll put way too much power into it.

Other than the easy-to-learn controls and a few unlockable NES and N64 items, you may be wondering why anyone would be inclined to pick up what is otherwise a generic golf game in every sense; after all, *Tiger Woods* has real golf pros, real equipment and more familiar courses.

The only answer we can come up with is that it's a fun pick-up-and-play game for the casual player, and its developer, T&E Soft, has many, MANY years of experience in designing golf video games.





日本 JAPAN REPORT!

by Anatole Brown

Vol. 97

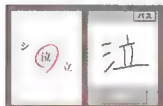
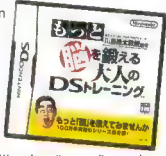
NINTENDO DS SOLD OUT



Couldn't find an Xbox 360 over the holidays? There were plenty of them sitting on shelves in Japan! The Nintendo DS, on the other hand, was nowhere to be found. Game stores in Akihabara, Tokyo's electronic Mecca, were posting "Sold Out" signs on all of their DS display kiosks. Nintendo issued an apology on its Japanese Web site, citing an unprecedented demand for the DS over the new year's gift-giving season. The flustered company assured everyone that production has been ramped up

and the shortage should subside. That didn't stop people from buying the DS for twice the regular price at online auction sites. Like rumors of UFO sightings, people stalked out-of-the-way department stores based on stories of fresh shipments.

The DS is proving to be very popular with adults in Japan. A game called *Kahashima Ryuuta Kyouju no Nou o Kitaeru Otona no DS Training* ("Professor Kahashima Ryuuta's DS Training for Adults



Who Discipline Their Mind") and its sequel and spin-offs are fast becoming the new favorites amongst

"salarymen" gamers. Calling it a "game" may be inaccurate, since the *DS Training* software is more like a scholastic achievement test, scoring you on math, grammar, reading comprehension, problem solving, trivia, etc. The stylus and touch screen are used to write down your answers. At the end of each test, you are given a "brain age" score. (Example: "You have a brain of a 17-year-old.") Many people have fingered *DS Training* as the main cul-

prit behind the recent DS shortages. Who knew that school subjects could be such a mega gaming hit?

Mario & Goomba Mouse



You can find Banpresto's Mario USB Mouse for the PC at various import retailers online. A Goomba model is also available. The left and right side of Mario's hat function as the left- and right-click buttons, just like the left and right side of



Goomba's head. They certainly don't look ergonomic, but the 8-bit nostalgia-style looks cool nevertheless. The mice are mainly redemption machine prizes, but some places sell them for around 2,300 yen (about \$21).

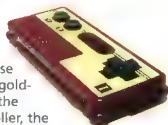
Katamari PSP Pouch

Japanese gamers who pre-ordered the PSP game *Boku no Watashi no Katamari Damacy* (a.k.a. *Me and My Katamari* in the U.S.) received a special Prince of All Cosmos-shaped PSP pouch! The Prince's elongated head makes an ideal shape for storing the PSP. No word on whether the U.S. release will have the same pre-order campaign for the game later this year.



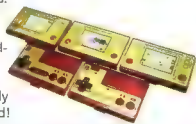
FAMICOM CONTROLLER MADNESS

Banpresto has been busy churning out more goodies for the retro Nintendo fan. Check out these new products in the shape of the gold- and-red Famicom (a.k.a. the



Japanese NES) controller, the true symbol of the Famicom head. Show your youthful side when you whip out the Famicom-styled business card holder. They also come in Game & Watch models: *Parachute*, *Octopus* and *Chef*. The Famicom cushions can be used to relax by your TV along with the Famicom TV remote! **Up** and **Down** on the D-pad changes the volume, while **Left**, **Right**, **A** and **B** change the channels.

The **START** button turns the TV on and off, while the **SELECT** button mutes the volume. These items can only be found in "UFO Catchers" (crane games), so they're only for the lucky and determined!



JAPAN'S MADDEN CHAMP

Japan crowned its

Madden NFL 06 champion at the Akihabara Convention Hall in Tokyo this past January. EA ran a nationwide tournament throughout Japan last year

called "Go to Hawaii With Madden NFL," where the winner would fly to the 2006 NFL Pro Bowl in Oahu. The finals came down to West Japan winner Satoshi Shimura as the St. Louis Rams against East Japan winner CHIBITA 98 and his Oakland Raiders. Satoshi spanked the Raiders 27-14 after blanking them out for three quarters with a bruising Steven Jackson running game. He won the chance to go to Hawaii and take on opponents from around the world in the *Madden* International Championship hosted by EA. Satoshi claimed that he only started playing the game with last year's *Madden NFL 2005*, obviously showing the inexperience of Japanese players.



den International Championship

hosted by EA. Satoshi claimed that he only started playing the game with last year's *Madden NFL 2005*, obviously showing the inexperience of Japanese players.

Pokémon Micro



Pokémon Center in Japan just released a limited-edition Game Boy Micro Pokémon Version. Featuring a silhouette of Pikachu, the

sleek red and black Micro will be a rare find indeed, since the design is on the unit itself and not a mere faceplate. The Game Boy Micro Pokémon Version is sold at the Pokémon Center stores and online retail site for 12,000 yen (about \$102)...if there are any left!

PARCO X MARIO



Parco, one of Japan's oldest and biggest department store chains, teamed up with Nintendo to pro-



Mario was dressed in a traditional Japanese New Year's kimono and all of his friends and enemies were following him into a giant Parco castle with Princess Peach greeting them at the door! The prizes have been showing up on Japanese auction sites.



mote its winter sale with a Super Mario theme. Shoppers were given scratch cards for a chance to win a number of Super Mario Parco goods like mugs, towels, clocks, bags and more! The TV commercial for the sale looked like it came straight out of the old NES game, except



KATAMARI SHIRTS

Head over to panic.com and get these amazing *Katamari Damacy* T-shirts, featuring the Thumbelina-sized Prince! Designed by *Katamari Damacy* creators

Keita Takahashi and Ryo Kimura, these shirts capture the humor only cluster-rollers could really understand. The good news for fans in the U.S. is that

Panic.com has an English-language section and the company will ship to North America! The shirts retail for \$24.95 each. Finally, something in *Japan Report* that our readers can actually get their hands on!



Mini SEGA ARCADE

We've shown plenty of those miniaturized Nintendo consoles from Yuijin and now the same company has made mini Sega arcade machines!

These figures can be found in Japanese "Gatcha Gatcha" capsule machines. The mini Sega



arcade cabinets are modeled after popular arcade games from the '80s and '90s, like *Virtua Fighter 2*, *Fighting Vipers*, *Space Harrier*, *AfterBurner* and *Virtua Cop*. Also available is

one of the early UFO Catchers. The detail on each miniature is impeccable, down to the marquee, light guns and arcade buttons. The action on the monitors can be changed with replaceable screen cards.



DS LEATHER POUCH



Nintendo goes high-end with these official Nintendo DS leather cases. Thanks to the open design, the DS can be played while in the case and games can be swapped out easily. The case comes in several different colors and even has a special strap to store the stylus pen. Each case costs 3,129 yen (about \$28).



Biohazard 4 limited-edition goods

A special limited-edition PS2 version of *Biohazard 4* (*Resident Evil 4* in the U.S.) is available on Capcom's online retail site, e-Capcom, in Japan. In addition to the game, the package comes with a soundtrack CD called *E-Capcom Original Preview Sound Clips* and a 1/5-scale metal gun replica. The CD contains a track called "Memories," a medley of various tracks from

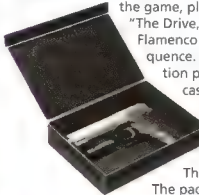


the game, plus "The Drive," a

Flamenco track that plays during a rescue sequence. Customers who order the limited-edition package will get one of four gun replicas from the game: Leon's Handgun,

Ada's Blacktail, Red 9 or a "secret" gun (*Killer 7*, perhaps?). There's no telling which model you get until the package arrives at your door.

The gun comes in its own attaché case. The package goes for 7,140 yen (about \$61).



The Rub Rabbits! Goods

Fans of the Nintendo DS game *Akchan Wa Doko Kara Kuruno?* (a.k.a. *The Rub Rabbits!*, the sequel to *Feel the Magic: XY/XX*) can find a whole bunch of goodies at segadirect.com, Sega's special Japanese



retail site. If you buy the game from segadirect, you will also receive a special heart-shaped CD single and a T-shirt. If your craving doesn't stop there, then you could also pick up the full-length soundtrack

CD and CD case set for 3,000 yen (about \$25). Also available are mugs, straps and a *Rub Rabbits* DS case.





FINAL FANTASY WORLD

Vol. 1
31

by Charlotte Chen

If you've ever stayed up all night—even though you had an exam to study for, a 50-page term paper to write, a starving goldfish with one fin in the sky and a hundred sundry other responsibilities (like eating or bathing) that you shirked—because you were mesmerized by the glory of a *Final Fantasy* game, this monthly column is for you!



FINAL FANTASY XII is Coming!



Sony and Square Enix recently unveiled a limited-edition *Final Fantasy XII* model PlayStation 2 in Japan. This bundle includes a copy of the game, a sleek black "slim" PS2 emblazoned with a symbol described as a "Judge Master's Rune" and an original cell phone strap. The bundle will be released at the same time as the standalone game in Japan on March 16. In an alarming move, stores there will be permitted to sell the bundle for whatever price they choose. Let the gouging begin!

"New" Characters

These aren't really "new" characters anymore because they were announced so long ago, but until now I didn't have a chance to introduce them in this column. My undercover translation specialist Anatole was kind enough to decode the character descriptions on Japan's official *Final Fantasy XII* Web site for us.

Larsa Ferrinas Solidor

12-year-old Larsa is the youngest son of Gramis, the 11th Emperor of Arcadia. He is second in the line of succession after his brother Vayne. He deeply respects both Gramis and Vayne, and wants to come of age and earn their approval. He has an adorable appearance but conducts himself and speaks in the manner of a prince. He has trouble understanding the boundaries between ideals and reality and is often caught spinning his own wheels.



Vayne Carudas Solidor

Most of you have already seen images of Vayne in the *Final Fantasy XII* trailers. He is 27 years old, and is the third of Emperor Gramis' four sons. His two older brothers are said to have died in battle, but there seems to be a conspiracy behind their deaths.

Final Fantasy XI: Treasures of the Aht Urhgan

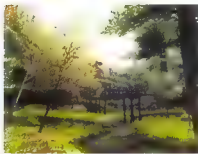
These are the latest screen shots showing *Treasures of the Aht Urhgan*, the newest expansion to *Final Fantasy XI*.



Mamook Ja

Mamook Ja refers to a group of beastmen who control the Mamook Ja Savagelands; it means "brethren of the shining scale." They are divided into four biologically different classes: warriors, aqua-

tics, sages and knights. There was a recent uprising by the Mamook Ja Savagelands against the Aht Urhgan Empire, possibly connected to their new leader, "The Autarch."



Mamook

The capital of Mamook Ja is Mamook, a city located deep inside a forest that is on a peninsula west of Aht Urhgan. Thanks to parasitic infestations, the wooden structures that comprise the capital are burned and rebuilt every few years. As you can imagine, this does wonders for their tourism industry. Just kidding. A superstitious folk, they place sacred stones all around the capital in the belief that dead Mamool

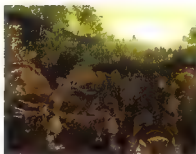
Ja heroes live inside them and help protect them from evil. They are not the most artistic types either, as any decorative metals or intricate design works were created by their prisoners.



Arrapago Reef

Head to Arrapago Reef and start humming "A Pirate's Life for Me." After all, there's treasure in them reefs! The Arrapago Reef has stranded many ships, and thanks to the natural defenses of the land, it was the last stop for a kingdom that was destroyed by the Aht Urhgan.

The kingdom's gone now, but rumors persist that a huge treasure trove remains somewhere in the coastal caverns. Nowadays, if you want to get inside the reef, you have to get past the Lamiae and the sleepless undead who guard the borders. Fun times!



Etc.

What is this regiment of Mamook Ja fighters doing with these well-trained, war-ready

cockatrices? No one knows for sure...but whatever it is, it can't be good.

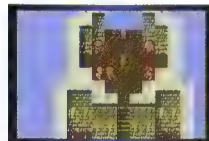
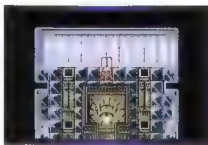
FINAL FANTASY IV

ADVANCE

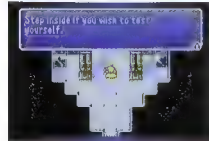
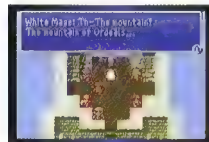


The Cave of Trials

Old-school gamers familiar with *Final Fantasy IV* are in for a treat when they approach the final battle in Nintendo's new portable edition of the game. If you return to Mysidia first and go to the Manor of Prayers, you'll find a brand-new door in the back of the Crystal Room



and swap them out for one of the members of your current party.



In the seventh level of the dungeon, there are five ultimate weapons, one for each of the characters that were waiting for you in the Manor of Prayers. In order to get the weapon, the character who can equip it must be in your party, and you need to defeat a boss

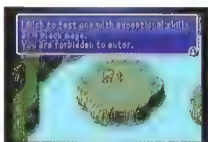


although in the very bottom, where all the weapons are, there is a save point and a warp gate.

Here's a breakdown of the bosses these characters will face in the Cave of Trials and the weapons you earn when you defeat them:

In the area beyond, Yang, Edward, Palom, Porom and Cid can all be found, ready and willing to join your party for the final confrontation! In the original version of the game, these characters couldn't go into the final battle with you. Speak to whichever character you like

As you try to leave the room, a White Mage will rush in and report that a dark cloud has just appeared over Mt. Ordeals. Head over there and you'll find that lightning has blasted open the entrance to a brand-new bonus dungeon known as the "Cave of Trials."



Luckily, all the characters who were lounging around in the Manor of Prayers will be at roughly the same level as your characters. I'd recommend having them at the mid-40s before attempting this dungeon. Note that you cannot use Teleport or Emergency Exit in this dungeon,

Yang
Boss: Storm Dragon

This boss uses "Tornado" and "Maelstrom," both of which cause a significant amount of damage—sometimes to a critical degree, depending on the level of your characters. Keep your health up.

Ultimate Weapon: Hand of the Gods

Palom
Boss: Master Flan

Defeat all but one of Master Flan's gelatinous minions. Then concentrate on Master Flan using only physical attacks (since he casts "Reflect" on himself at the start of battle).

Ultimate Weapon: Triton's Dagger

Porom
Boss: T-Rex

Right when the battle begins, cast "Float" and keep everyone in the air for the rest of the fight. T-Rex only uses physical attacks and throws in the occasional "Earthquake," which won't hit floating characters.

Ultimate Weapon: Seraphim's Mace

Cid
Boss: Death Mech

He has an instant death ray and you can't use "Blink" to dodge his laser attacks. As long as you've got a few Phoenix Downs, or Rosa or Porom are around, this battle should be no problem.

Ultimate Weapon: Thor's Hammer

Edward
Boss: Gigas Worm

Cast "Blink" on all your characters at the start of the battle. Edward is an incredibly weak fighter, so I just made him use his special "Hide" ability for the entire battle. If you've gotten Yang's ultimate weapon or picked up the Bahamut summon for Rydia, this battle is pretty easy. Just be sure to keep your health up.

Ultimate Weapon: Apollo's Harp

TIPS & TRICKS

COLLECTOR'S CLOSET

Vol. 53

Are you a video-game pack-rat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop?

Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collector's column is for you.

COLLECTING GAME BOY

Part 3: Game Boy Accessories

If you've ever thought about collecting peripherals and accessories for the original Game Boy console, now is the time to get into it, because there's very little competition; you never see collectors fighting over these items at the flea market or "sniping" them on eBay. Instead of assigning dollar values or rarity numbers, we've given each item a one-to-ten rating for Usefulness (i.e. how much it will increase your enjoyment of the Game Boy) and Collectibility (i.e. how much it will impress your fellow collectors).

Nuby's **Game Light** represents one of the earliest attempts to illuminate the Game Boy screen for better image quality. Before frontlit and backlit handhelds became the norm, dozens of companies struggled for over a decade to perfect (and even patent) technology like this. Most of these first-generation units were adequate if you wanted to play *Super Mario Land* under the covers after bedtime, but they're laughable now that the Game Boy Advance SP is readily available, and can play all of your old black-and-white Game Boy games. **Usefulness:** 3 (it does the job, but adds a lot of unnecessary bulk). **Collectibility:** 2 (for completists only; these things will never be valuable).

Competitors like Sega's Game Gear and Atari's Lynx also allowed you to hook up with a friend for multiplayer action, but the Game Boy continued to support this feature long after its competitors had faded away. Then, of course, Pokémon became the "killer app" that made the **Game Link Cable** a must-have item. Note that the link ports on the Game Boy Pocket and Game Boy Color use a smaller connector Nintendo's online store once offered adapters that allowed you to use original Game Link cables with the newer units (and vice versa), but they're long gone. **Usefulness:** 9 (if you're still playing the original Game Boy, you've gotta have one). **Collectibility:** 3 (a very common item that's not particularly impressive to display)

The Game Boy was one of the first game systems to output stereo sound. Unfortunately, the hardware only featured one speaker. To hear the separation, you had to plug in either a set of headphones or a peripheral like

Nuby's **Amplifier**. Most of the external screen lights and add-on speakers required their own sets of batteries, which further added to the bulk and weight of the Game Boy, partially defeating the purpose of having a portable system. **Usefulness:** 4 (it does sound better than the built-in speaker)

Collectibility: 2 (nobody cares, unless maybe you've got one in the original box, but still...)

Originally bundled with *F1 Race*, the **Four Player Adapter** is still a high watermark in the history of handheld multiplayer games. Sure, wireless *Mario Kart DS* is fun, but if you had the right equipment and the right kind of friends, you could have had just as much fun playing the seminal first-person shooter *Faceball 2000* with four players back in 1991! **Usefulness:** 8 (if you have enough copies of the games that supported it). **Collectibility:** 7 (if you have all of the correct cables and adapters that would allow you to hook up four GBA SPs).

Whoa, Nelly! With its snap-on joystick panel, stereo speakers, screen light, magnifying lens and wires hanging everywhere, Interact's **Handy Boy** might as well have been called the Unwieldy Boy. If you need this much crap attached to your

Game Boy, you should probably stay away from handheld gaming altogether. **Usefulness:** 4 (at least the stereo speakers are correctly positioned on the left and right side of the screen). **Collectibility:** 6 (for the "outrageousness" factor alone).



Sure, there was a limit to what it could do, but the **Game Boy Camera** was still one of the most innovative accessories ever. And it lives on! The Internet is filled with creative types who consider it to be an artistic tool as well as hackers who have pushed its capabilities beyond the limit. One guy even figured out a crude, roundabout way

to generate full-color images without even modifying the hardware! **Usefulness:** 8 (it's still fun to play around with) **Collectibility:** 6 (or 10, if you're talking about the rare, gold-colored *Zelda* version)

The **Game Boy Printer** spits out tiny dot matrix images from your Game Boy. Unfortunately, less than 30 games support it, and only a dozen of them can be played on the original Game Boy. A sadly underused accessory. Note that the link port on the unit is the smaller one from the Game Boy Pocket and Game Boy Color; shown here is a newer version of the Game Link Cable that splits to allow you to use either connector style. **Usefulness:** 6 (it's great with the Game Boy Camera)

Collectibility: 7 (a unique conversation piece)



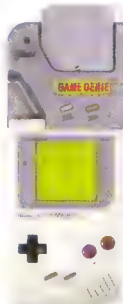
Datel's lesser-known **Pro Action**

Replay cheat device did almost everything that the Game Genie could do, plus it allowed you to hack your own codes. In the early days of *TIPS & TRICKS*,

we used this thing heavily! **Usefulness:** 10 (we couldn't beat *Spider-Man* without it). **Collectibility:** 8 (the Game Genie is far more common)



Yes, it's the Naki **MINI ARCADE!** (All in caps, because there's nothing "mini" about it.) If you were bummed because your Game Boy was not a big honkin' arcade cabinet, this beast was made just for you! **Usefulness:** 4 (it's OK, but the speakers are lame, and the joystick breaks easily) **Collectibility:** 8 (a guaranteed attention-getter)



Galoo's **Game Genie** cheat device allowed you to do things and see things in Game Boy games that had never been done or seen before. An excellent product line with good customer support **Usefulness:** 10 (hey, this is *TIPS & TRICKS* magazine, what did you expect?) **Collectibility:** 7 (hang on to those tiny codebooks and stickers!)

There were lots of Game Boy carrying cases, but the suitcase-sized **Game Boy Carrying Case** by A.L.S. Industries tops them all. We're waiting for some hacker to convert this sucker into an actual playable game system. **Usefulness:** 10 (use it to store all of your nutty Game Boy accessories). **Collectibility:** 8 (it looks awesome on your shelf!)



The **Super Game Boy** lets you play Game Boy games on your TV through the Super NES, the **Super Game Boy Controller** lets you do so while retaining that classic Game Boy feel and the unofficial

Super Game Boy Game Genie Adapter allows you to overcome the physical incompatibilities of the Game Genie and the Super Game Boy **Usefulness:** 10 (say goodbye to the green screen) **Collectibility:** 8 (the controller and Game genie adapter are quite rare)



ROOM OF DOOM

This month's featured game collection belongs to Greg Ranz, a collector who lives in the Chicago, Illinois area. Greg's "Room of Doom" features several hundred games for at least ten different systems dating back to the original NES. You might notice an unusually high percentage of Midway games and paraphernalia in these photos; that's because Greg works as a quality assurance analyst at Midway's Chicago offices. Proof that getting a job in the video-game industry is a sure way to beef up your game collection!

We invite you to send in your own personal "Room of Doom" photos for display in a future edition of *TIPS & TRICKS Collector's Closet*. Send two or three photos of your proudly-displayed games to "Room of Doom," c/o *TIPS & TRICKS*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, and be sure to tell us about the highlights of your collection.





70 March 2006 TIPS & TRICKS

0 E K W S G 7 U—Camp Hyrule Cup
G G A A 2 1 H—Super Mario Open
G C Q U J 1 J—Target Bulletoe Tour
E L B U T 3 P X—Peach's Invitational
9 1 3 K H R—Bowser's Big Blast
Z M P L 6 7 P N—Bowser's Jumbo Tourney

MARIO PARTY 6

Secret Voice Commands

Speak the following words into the GameCube Mic at the times indicated to cause the corresponding effect to appear on the screen.
Brignton Waves—Say "Brignton" at the main menu select screen.
Twila Waves—Say "Twila" at the main menu select screen.
Flying Fly Guys—Say "Fly Guy" at the main menu select screen.
Jumping Cheep Cheeps—Say "Cheep Cheep" at the main menu select screen.
Jumping Goombas—Say "Goomba" at the main menu select screen.
Launch Bullet Bill—Say "Bullet Bill" during the Verba Assault mini-game.
Launch Goomba—Say "Goombas" during the Verbal Assault mini-game.
Launch Missiles—Say "Nuts" during the Verba Assault mini-game.
Monkeys attack—Say "Ukiki" during the Short Herd min-game.
Falling Thwomps—Say "Zero" during the Short Yr Mouth Off min-game.

MARIO POWER TITANS

Star Characters

After completing all three normal cups (Mushroom, Flower and Star) with a character, you will receive a Star for that character. You will then be able to play as that character in Star Mode Characters in Star Mode will have harder shots, swifter feet and deadlier angles.

Unlockables

- To unlock Fly Guy, win the Star Cup in Singles Tournament, World Open mode
- To unlock Wiggler, win the Thunder Cup in Singles Tournament, Gimmick Masters mode
- To unlock Paratroopa, win the Star Cup in Doubles Tournament, World Open mode
- To unlock Petey Piranha, win the Thunder Cup in Doubles Tournament, Gimmick Masters mode
- To unlock the Maro Capper Court, win the Fire Cup in Doubles Tournament, Gimmick Masters mode

Note: To unlock all play modes on one of the special courts, you must win a match on that court with *he* playing in a Gimmick Masters Tournament (Singles or Doubles).

• To unlock the World Open Tournament Flower Cup, win the World Open Tournament Mushroom Cup.

• To unlock the World Open Tournament Star Cup, win the World Open Tournament Flower Cup.

• To unlock the Rainbow Cup, win the World Open Tournament Star Cup.

• To unlock the Star Tournament Moonlight Cup, win the Star Tournament Rainbow Cup.

• To unlock the Star Tournament Planet Cup, win the Star Tournament Moonlight Cup.

• To unlock the Gimmick Masters Tournament Fire Cup, win the Star Tournament Planet Cup.

• To unlock the Gimmick Masters Tournament Thunder Cup, win the Gimmick Masters Tournament Fire Cup.

• To unlock the Mechabros' Mayhem special game, win the Mushroom Cup in Singles Tournament, World Open mode.

• To unlock the Balloon Planet special game, win the Flower Cup in Singles Tournament, World Open mode.

• To unlock the Coin Collectors special game, win the Mushroom Cup in Doubles Tournament, World Open mode.

• To unlock the "Aces" Difficulty Level, win the Planet Cup in Singles Tournament, Star Tournament mode.

• To unlock the Event Games, hold the Z button and press **START** at the Mario Power Tennis title screen.

• To unlock the Color-Changing Yoshi shot, win the Flower Cup in Doubles Tournament, World Open mode.

MARIO SUPERSTAR BASEBALL

Ununlock Characters and Secrets

Dave Kong—Complete Challenge Mode at any difficulty setting with the *Red* team.

Pete Piranha—Complete Challenge Mode at any difficulty setting with *Wario's* Team.

Monty Moole—Complete Challenge Mode at any difficulty setting with *Mario's* Team.

Toadette—Complete Challenge Mode at any difficulty setting with *Peach's* Team.
Baby Luigi—Complete Challenge Mode at any difficulty setting with *Luigi's* Team.
Bowser's Team—Complete Challenge Mode at the Special difficulty setting with any team.
Hammer Bros.—Complete Challenge Mode at any difficulty setting with *Bowser's* Team.
Star Dash minigames—Complete Challenge Mode at the Mushroom difficulty setting.
Toy Field minigames—Purchase the Secret Map from the shop in Challenge Mode (see below).
Bob-omb Derby, **Wall Ball**, **Chain Champ Sprint**, **Piranha Plan**, **Carri Ball** and **Star Dash minigames** at the Star difficulty setting.
Buddy Emblem—Win—Defeat any team at any difficulty in your Challenge Mode and recruit all of the team's players.
Secret Map—Win first place in all at least one in the Wall Ball, Piranha Plan, Bob-omb Derby, Chain Champ Sprint and Barrel Barrel minigames in Challenge Mode with any character at any difficulty in the same Challenge Mode game.

MARVEL MEMES: RISE OF THE IMPERFECTS

Character Cheats

Choose "Options" from the main menu then select "Cheats" and enter any of the following codes. Note that if you have the "Autosave" option turned on, the effects of these cheats will be saved in your save file.

S A V A G E A N D A—Unlock a Fantastic Four comic.

N Z O N A—Unlock all Tomorrow People comics.

E H A N D A—Unlock Elektra comic w-suit cut.

R E K O N—Unlock a Soa bonus swimsuit cut.

M N O R K D—Unlock Storm bonus swimsuit cut.

MEDAL OF HONOR: EUROPEAN ASSAULT

Cheat Codes

Pause the game during gameplay, press **START** to change, hold **L + R** and press **Y, Y, B, Up**. A "You'll see the words "Enter Cheat Code" appear in the upper left corner of the screen.

Note: Enter any of the following codes for the desired cheat. Note: You must enter the above code each time you enter one of the codes listed below.

Invincibility—**B, Y, Right, A, Z, R**

Unlimited Ammo—**R, Z, Up, X, A, A**

100% Adrenaline—**L, B, Z, L, Z**

K - Stage nemesis—**L, Z, L, Z, Z**

Coolest stage—**OSD documents**—**Left, Y, B, A**

Disability—**shock**—**Z, R, X, Y, L**

Disinfectable HUD—**A, Y, Right, A, Z, B**

Suicide—**L, Z, R, Up, A, Z**

All Campaign battles—**A, R, B, Up, Z** (Note: This code creates three separate profiles on your saved game for one of each of the Recruit, Normal and Veteran difficulty settings—with all of the Campaign battles unlocked with each one.)

MEN IN BLACK II: ALIEN ESCAPE

Secret Codes

Enter any of the following start at the title screen when the text "Press Start" appears. The screen will flash white after each code is entered correctly.

Invincibility—**Right, A, R, Y, Up, L, Left, L, B, A**

Unlimited all levels—**Y, Left, B, X, L, Left, Up, Down, L, X**

Unlimited all Boss Mode stages—**R, Y, Down, Down, X, L, Left, X, Right, R, L**

Unlimited all CSF stages—**Up, Left, Y, A, R, B, Right, R, X, B**

Unlimited all Agent quota—**Up, Down, B, R, Left, L, Right, A, R, X, Up, R**

Unlimited all Alien data—**X, L, B, L, Down, Y, R, Right, A, Left, Y, R**

Start with all weapons—**Up, Down, A, X, R, Y, Left, B, L, L, Right**

Don't lose weapon levels—**Down, Up, A, X, Down, Up, A, X, L, L, X, B**

MIDWAY ARCADE TREASURES 3

Hydro Thunder—Unlock All Boats and Tracks

Unlocks all alien data, top five boats, and tracks when you reach the initial entry screen, enter "PB" at your initials. When you start a new game, all of the tracks and boats will be unlocked.

Off Road Thunder Cheat Codes

Select **Right** and choose your track. At the "Choose Machine" screen, press **Track** to unlock the "Secret Code" option, then enter any of the following codes.

Unblock Hyena vehicle—**Right, Right** (to change the Hyena back into the Bad Omen, simply enter the code again).

Unblock Devil vehicle—**Left, Left** (to change the Devil back into the General, simply enter the code again).

Unblock Dust Devil vehicle—**Left, Up, Right** (to change the Devil back into the Silver Stripes, simply enter the code again).

Unblock Wildcat vehicle—**Up, Up, Up** (to change the Wildcat back into the Thrasher, simply enter the code again).

Disable "catch-up" feature—**Right, Left, Right** (to change the feature on).

No Nitro—**Up, Left, Up**

Unblock Cliffhanger Track—**Right, Up, Left**

San Francisco 1970—**Right, Left, Left**

At the Start Game—**press L + Y + X** and press **R** to unlock the "Cheats" menu. Next, select "Cheats," highlight any of the following cheats and enter the corresponding code to unlock it.

All cars—**Press A, A, X, X, L, L, hold R, press Y, release R, hold A, L, press A**

All tracks—**Hold A + Y, press R, release A + Y, hold Y + X, press X, release Y + X, press A, X, release L, hold R, press Y**

All parts—**Hold Y, press X, A, L, R, release X, hold X, press A, release X, press Y**

Resurrect in place—**Press R, R, L, L, A, Y, X**

Frame scale—**Hold L, press A, A, X, release L, hold R, press A, X**

Time racing—**Press Y, A, X, X, X, hold R, press A**

Fog color—**Hold L, press Y, release L, hold A, press Y, release A, hold X, press Y, release X, hold R, press Y**

Cone mines—**Hold X, press R, L, release X, press Y, hold A, press Y, release Y, press Y**

Car mines—**Hold L, R, press A, X, release L, R + Y, press A, X**

Track orientation—**Hold L + R, press Y, release L, R, press Y, X, hold L, R, press Y**

Auto Sprint—**Press A, L, R, hold L + R, press A**

Super speed—**Hold X + R, press L, release X + R, hold A, press Y, release A, A, A, A, A**

Unblock all tracks—**R, Y, press A, A, release L + Y, hold R, press A, Y, X**

Invincible car—**Hold L, press Y, release L, hold R, press X, release R, press A, hold L + R, press Y, release L + R, press X, X, X**

Invincible tank—**Press R, L, X, Y, A, Y, X, hold L + R, press A**

Brakes—**Press X, X, hold L + Y + A, press R**

Super 1 res—**Hold R, press Y, Y, Y, release R, hold L, press A, A, X**

Mass hold—**press Y, Y, release A, press R**

Suicide mode—**Hold X, press R, L, R, release X, hold Y, press R, L, R**

Battle plan—**hold A, press L, R, L, R, release A, press Y, Y, Y**

Demolition battle—**Hold L + A, press X, Y, release L + A, hold R + A, press X, Y**

Random weapons—**Hold L + A, press Y, X, release L + A, hold R + A, press X, Y**

MX SUPERFLY

Cheat Codes

Unblock all minis—**press X, Y, then L + X, then L + X, Z, then R + Y** to unlock a of the tracks, minigames, bikes and secret characters.

NAMCO MUSEUM

Onlay Time Time in Galaga Arrangement

At the Galaga Arrangement screen, press **Left, Right, Left, Right, Up, Down, Up, Down**. You'll hear a confirmation sound. The game time will now be displayed at the bottom of the screen while playing Galaga Arrangement.

NASCAR 2005: CHASE FOR THE CUP

Cheat Codes

Enter "Fight to the Top" mode, select "My NASCAR" and enter the "Edit Driver" screen.

Enter the following names in their respective First Name and Last Name fields, then press **START** to lock in the name and activate the cheat.

Walmart NASCAR, 10,000,000 in the Bank
You The Man, Level 10 and 2,000,000 Prestige points

Mad Max, Famous—Rank 1 and 10,000,000 Fan Support

The Intimidator—Unblock Date Earnhardt Race Dodge—Unblock Dodge cars

Chase for the Cup—Unblock All Cars
On Display Motorsports—Unblock Old Spice cars
Lev Strauss 153—Unblock Lev Strauss cars
Gettin The Zone—Unblock Auto Zone cars
Dodge Stadium—Unblock Dodge Raceway track

Old Spice Venue—Unlock Old Spice Speedway track

Walmart Exclusive—Unblock Lakeshore Drive track

Open Sesame—Unblock All Thunder Pates

NEED FOR SPEED: UNDERGROUND

Cheat Codes

Enter any of the following codes at the main menu, you won't hear any confirmation sound when doing so. Note: The codes must be entered quickly or they may not work.

Unblock all Circuit Tracks in Quick Race mode—**Down, R, R, X, X, Z**

Unblock all Drag Tracks in Quick Race mode—**Right, Z, Left, R, Z, L, Y, X**

Unblock all Sprint Tracks in Quick Race mode—**Left, Left, Left, Left, Right, R, X, X, Z**

Unblock all On-Track Tracks in Quick Race mode—**Up, X, X, X, R, Down, Down, Down**

NEED FOR SPEED: UNDERGROUND 2

Cheat Codes

Enter the following codes when the words "Press Start" appear at the title screen.

\$1000 Cash in Career mode, unlock Mazda X-8 and Nissan Skyline GT-R in Career mode—**Left, Right, X, X, X, Right, L, R**

\$2000 in Career mode—**Up, Up, Left, R, R, Down**

Unblock Hummer H2—**Up, Left, Up, Down, Left, Down, Left**

Unblock Best Buy vinyl—**Up, Down, Up, Down, Down, Up, Right, Left**

Unblock Best Buy vinyl—**Up, Up, Up, Down, Up, Up, Left**

NICKELDEON PARTY BLAST

Unblock Secret Levels

Choose "Start Game" from the main menu, then pick a character and select Blast mode.

When the "Select Level" screen appears, press **Up, Up, Down, Down, Left, Right**. You'll hear a chime and four "b-nings" levels will be unlocked.

NINTENDO GAMECUBE PREVIEW DISC

Choose Billy Blitzer and the Giant Goat

From the main menu, then—when the words "Press Start" appear on the Billy Blitzer title screen—hold **Up** and press **START** to release a while the game loads. If you don't want to skip the stage intro! Instead of playing Mission 1 as usual, you'll start the demo on Mission 2.

ONE PIECE: GRAND BATTLE

Ununlockable Characters

There are two ways to unlock most of the characters in the game.

• To unlock **Buggy**, **Chaser**, **Kuro**, **Don Krieg** and **Arlong** for play in Story Mode, clear Story Mode with **Luffy**, **Nami**, **Sanji**, **Usopp** and **Zoro** at any difficulty setting.

• To unlock **M. Sunday** for play in all modes, clear Story Mode with **Buggy**, **Chaser**, **Kuro**, **Don Krieg** and **Arlong** at any difficulty setting.

• To unlock **Chopper** for play in all modes, unlock **Buggy**, **Chaser**, **Kuro**, **Don Krieg**, **Arlong** and **Chopper**, then clear Story Mode with **Luffy** at the Very Hard difficulty setting.

• To unlock **M. Hawk** for play in all modes, unlock **Buggy**, **Chaser**, **Kuro**, **Don Krieg**, **Arlong**, **M. Sunday**, **Chopper** and **Shanks**, then play Story Mode with **Luffy** at the Very Hard difficulty setting.

When you fight **M. Hawk**, you must finish him off with **Zoro's** **Ultimate Attack** (Three Thousand Wounds).

Alternatively, you can unlock any of the above characters by entering the following cheat codes. To enter a code, you must first clear Story Mode with any character at any difficulty setting.

After you defeat your last opponent and the credits roll, enter any of the following codes while the credits are scrolling on the screen. The characters can be unlocked in any order using this method, but you can only enter one code after each time you clear Story Mode. You'll hear a sound to confirm that the code has been accepted.

Buggy—**Hold L and press A, Right, Right, Right, Right**. **Right, A, A, X, X, X**

Chaser—**Hold L and press B, B, X, X, A, Down, Down, Up, B, B, B**

Kuro—**Hold L and press X, X, X, Left, Left, Right, Right, Y, Y, Y, Y**

Don Krieg—**Hold L and press Down, Down, B, B, B, B, Right, Right, A, A**

Arlong—**Hold L and press Down, Down, X, X, A, Down, Down, Down, Down, Left, Left, Down**



Mr. Resetti—Defeat six foes in Cruel Melee mode.
Maria—Unlock the Sound Test.
Heart Container—Play 100 matches in Melee mode.

TEENAGE MUTANT NINJA TEURTLES 3 MUTANT NIGHTMARE

Passwords
 Choose "Options" from the main menu, then select "Password" and enter any of the following passwords:
M O D D S S L R—Invincible
L M D R M L S R—Unlimited damage
L M D R M L S D—Infinite Dodge
S L R M S L D—All healing items become temax's
L D M S L R D—Enemies kill you in one hit
M S R L M S L M—Doubles enemies' attack power
S L M S L M—Doubles enemies' defense power
M D M L R M D—No healing items
L L M S R D M S—No shrunken

TERMINATOR 3: THE REDEMPTION

Cheat Codes
 Highlight "Credits" at the main menu and enter any of the following codes. Note: You may not be able to have all three codes active at once simultaneously—Press X + Z + B simultaneously. Unhook all levels—Press X + Z + Y simultaneously. Unhook all upgrades—Press X + Y + B simultaneously.

TIGER WOODS PGA TOUR 2005

Cheat Codes
 Choose "EA Sports Options & Extras" from the main menu, then select "Password" from the Options menu and enter any of the following cheat-serious codes:
T H E G I A N T O Y S T E R—Unlock standard courses and all golfers except Justin Timberlake
T A F E N E S S E E K I D—Unlock Justin Timberlake
9 1 t r e s T—Unlock all Addas sponsorship items for purchase
C G T R 7 g—Unlock all Callaway Golf sponsorship items for purchase
C L 4 s e t U B—Unlock all Cleveland Golf sponsorship items for purchase
T s f k a, f g—Unlock all Cobra sponsorship items for purchase
D F G H S 9 t—Unlock all Malt's sponsorship items for purchase
Y I H 3 4 2 B—Unlock all Never Compromise sponsorship items for purchase
U 4 s t 5 W—Unlock all Nike and some Nike TV sponsorship items for purchase
k j m R 3 g—Unlock all Odyssey Golf sponsorship items for purchase
S 5 3 D 1 T e—Unlock all PING sponsorship items for purchase
C d s a 2 f g—Unlock all TAG Heuer sponsorship items for purchase

TOM CLANCY'S SPINTER CELL

CHAOS THEORY
 Unlock All Missions
 Choose "Solo" from the main menu. At the Solo menu, hold L + R and press X, X, X, X, Y, Y, Y, Y. You'll hear a sound to confirm the code. Now select "Load Game" and you'll find that all of the missions have been unlocked.

TONY HAWK'S PRO SKATER 3

Cheat Codes
 Choose "Options" from the main menu, then select "Cheats" and enter the following codes:
F R E A K S H O W—Unlock a hidden character
M A R K E D C A R D S—Enable "Cheats" option at the Pausd menu
M A X M E O U T—Give the currently-selected skater enough points to max out all statistical categories
P O P C O R N—Unlock all moves

TONY HAWK'S PRO SKATER 4

Cheat Codes
 Select "Cheats" from the Options menu and enter any of the following codes. Once activated, the cheats can be toggled on or off by selecting "Cheats" from the Options screen within the "Paused" menu.
G O I D e—Always Specta (note the second character is the number zero)
b e l i e g e o f f—Perfect Rail
M W h e e l s—Perfect Manual
g r a n t s t e p s—Moon Gravity
m a n d r i n e—Manual Mode
(O) (O)—Unlock Day
W a t c h, M e, X p l o d e—Unlock everything

TONY HAWK'S UNDERGROUND

Cheat Codes
 Choose "Options" from the main menu, then select "Cheats" and enter any of the fol-

lowing codes: After entering a code, start a game, then pause and select "Cheats" from the game Options menu to toggle the code on or off.
g e t t u p—Moon gravity
k e e p i t i d e—Perfect manual
r e a r i d e—Perfect skat
N O O O—Unlock T H U D

TONY HAWK'S UNDERGROUND 2

Cheat Codes
 Choose "Game Options" from the main menu, then select "Cheats Codes" and enter any of the following codes:
s l i g h t e d g e—Unlock "Perfect Rail" cheat
I k e p a u l i e—Unlock "Always Special" cheat
u n s c r e w—Unlock Natas Kaupas
T e r r i e—Unlock Natas Kaupas
x a r g—Unlock Phil Margera
w a p a k—Unlock Ben Franklin, Bul Fighter, Griffin Tazoo, Shrimp Vendor, Zest and Ryan Shecker
s i c k i t u c—Unlock all moves
u r o w n 3 d—Unlock all levels

TRUE CRIME: STREETS OF L.A.

Unlock All Upgrades
 During gameplay, press **START** and enter the City Map screen (you must be outside). Press **Up, Right, Down, Left, Up**. You will hear a confirmation sound if entered correctly. All cars, driving maneuvers, guns, gun upgrades, attacks and grapples will be unlocked. Note that all Bonus Missions will be unavailable after entering the code.
Charge Car Mass
 While driving, press **START** and enter the City Map screen. Enter the following codes to either decrease or increase the car's mass: You will hear a confirmation sound if entered correctly.
Decrease car mass—Up, Down, Down, A
Increase car mass—Up, Up, A
Unlock Snop Dogg Missions

During gameplay, press **START** and enter the City Map screen (you must be outside). Press **Up, Right, Left, Down, Z, A, Y, X, Y, X**. You will hear a confirmation sound if entered correctly. Save and exit out of the mission. Load the saved game and enter the City Map screen to select the Snop Dogg missions by choosing the Snop Dogg head icon.

Play as Different Characters
 Select New Game at the main menu. Enter the following codes at the license plate screen to play as different characters from the game. You must hold down L + R when selecting "OK" to make the code work. You will hear a confirmation sound if entered correctly.
R O S A—Rose Vespaque
H U D T—M-3 in Reel in lingerie
F A T T—George
B I G—Chel of Wanda Parks
F U Z Z—Off for Johnson
B O D Z—Bum
S W A T—SWAT
M I K—Commando
T F A B—Gangster
P H A M—Butcher
M N K Y—Thug
B O B B—Punkier
M R F—Up Ass gangster
H A R A—Asian worker
T A T S—Tattoo lady
P I M P—Pimp
B R U Z—Boxer
J A S S—Domme
J I M M Y—Zombie

TUROK: EVOLUTION

Secret Cheats
 At the main menu, select "Cheats," then select "Enter Cheat" and enter any of the following codes. To access the level select after you have unlocked it, you must load a previously-saved game from the main menu.
S E L L O U T—Unlock level select
M E R P U S—Unlock invincibility
S L L E W A—Unlock invisibility
M O A M A—Unlock unlimited ammo
H E I D—Unlock big heads
F A N F B—Unlock all cheats
T O O—Play too much
J A S S—Domme
H U N T E R—Trigger game demo

THE TASMANIAN TIGER

Secret Codes
 At any time during gameplay, enter any of the following codes: You'll hear a special guitar sound effect after entering a correct code. All items are marked with vertical lines—L, R, R, Y, X, B, X, Z, Z.

Ozta in Kaboomarang, Doornarang, Meqarang, Zoonarang, Infrarang, Multirang and Chrono-rang. L, R, R, Y, X, B, X, B, Y, B
 Obtain Frostyrang, Flamerang, Zapprang and Aquarang—L, R, R, Y, X, B, B, Y, B

TV THE TASMANIAN TIGER 2: BUSH RESCUE

Secret Codes
 Enter the following codes at any time during gameplay. You will hear a confirmation sound each time you enter a code correctly.
100,000 Coins—**START, START, Y, START, START, Y, X, X, A**
All Bunyip Keys—**START, START, Y, START, START, Y, X, X, B, A**
Reveal all items in the vicinity—**START, START, Y, START, START, Y, Up, Down, Left, Right**
Unlock Level 1 Boomerangs—**START, START, Y, START, START, Y, X, X, B, X**
Unlock level 2 Boomerangs—**START, START, Y, START, START, Y, X, X, B, X**

VIEWTUFF JOE 2

How to Unlock the 35 Chambers
 1 Defeat Drill Sergeant Big John in Reel 1, Act IV
 2 In Reel 5, Act I, when you're fighting ninjas on the slippery ice on the cliffs (after you've launched your rifle, use the diff. using the remote-control platform), finish the scene with at least five hearts
 3 Get killed by the enemies that look like paper bags
 4 Crush any scene with only one heart remaining
 5 Pass Reel 2, Act III
 6 Pass Chamber 1
 7 Collect all the V-Reels from every act in any film
 8 Get a "Game Over" and don't reset
 9 Pass Reel 3, Act I

10 Pass Chamber 1 and enter a bonus room in Reel 4, Act II. The bonus room is in the house where the switches move the rooms in a clock wise direction. When you place the three objects (readout, sword and mirror) into the matched slots, a door opens on the right side of the room on the upper right. However, if you hit the switch in this room instead of going through the door, you'll end up on the bottom level, and when you go through the open space on the right, you'll enter a bonus area it called with ninjas.

11 Pass Chamber 2 with at least an "A" rating
 12 Earn a "V" time ranking in five consecutive scenes
 13 Have only one heart left from beginning to end in any scene
 14 Pass Reel 4, Act II
 15 Earn a "Rainbow V" ranking (get a "V" for V-Points, Defense and Time) during the UFO fight in Reel 4, Act I
 16 Finish the last scene in Reel 2, Act I without using any VFX powers
 17 Pass Chamber 8
 18 Pass Chamber 9 and buy the Sliding power up
 19 Pass the miniboss fight against B g John in Reel 3, Act II with an "A" rank or higher
 20 Pass the kitchen scene in Reel 1, Act III, with a "Rainbow V" ranking
 21 Pass Chambers 3 and 12
 22 Pass Chamber 13
 23 Pass Reel 7, Act III and have more than 200,000 Viewtuff saved up
 24 Get Joe thrown out of the women's restroom 10 times in a row in Reel 3, Act I
 25 After finishing the scene where you start the giant turning in Reel 3, Act II, don't use any VFX until the next "Just Go For It!" scene starts

26 Pass Chamber 17 and finish Story Mode
 27 Pass Chamber 18 and buy the Redhot Kick power-up
 28 Pass the challenging button scene in Reel 7, Act I where Silvia has to use her Replay VFX, with at least 30 seconds to spare
 29 Collect every V-Reel in Reel 1, Act I
 30 Earn a "Rainbow V" in five consecutive scenes. They can span across Acts, so if you get a "Rainbow V" in each of the first four scenes in Reel 1, Act I, you'll still get the chamber to unlock it your first grade in Reel 1, Act II is also a "Rainbow V"
 31 Perform the Utem: 10 times in a row in Reel 7, Act I. When one of the weaker enemies hits you, you'll see a VFX Zoon in right before your body hits the ground; you'll recover without taking damage

32 Pass Chamber 23, and also attain an overall rank of "Rainbow V" for any of the scenes during the following acts: Reel 1, Act I; Reel 2, Act I; Reel 3, Act III; Reel 4, Act II; Reel 5, Act III.
 33 Pass Chamber 24
 34 Pass Reel 1, Act IV without picking up a single V-Reel.

35 Pass Story Mode on Adults difficulty.
 36 Pass Chamber 27 and Story Mode
 37 This is a secret cheat that unlocks if you complete Chamber 6, finish the Story Mode and earn an overall rank of "Dish" in three consecutive scenes. It's harder to earn a "Dish" than you think, since the game is relatively forgiving when ranking you on defense. Buy up a bunch of "Take 2" power-ups, then play through the first three scenes in Reel 1, Act I. Let the enemies kill at least one time during each scene and you'll get a "Dish" rating. If you want to minimize V-points, don't break anything, and kill enemies with one VFX Zoon in punch. Take as long as you want to pass, getting a "Dish" time ranking is the easiest part.

WAVE RACE: BLUE STORM

Secret Passwords
 Choose "Options" from the main menu, then hold Z + X and press **START** at the Options menu. A new "Password" option will appear. At the next screen, enter any of the following pass words:
D L P H M O D R—Be a dolphin, Free Roam
K T U P W N P D—Pay Dolphin Park, Stunt Mode Normal
W C X S W P S A—Play Southern Island, Stunt Mode Super
M J V B X K L 6—Play La Razzia Canal, Time Attack Hard
7 8 4 M W—Play Lost Temple Lagoon, Time Attack Normal
L O S T T E T—Play Lost Temple Lagoon, Time Attack Hard
X J Y B P S 3—Play Expert Championship without having to unlock it

WRECKLESS: THE YAKUZA MISSIONS

Unlock All Missions & Cheats
 At the Scenario Select screen, select "Cheats." Next, move the cursor to highlight the "Unlimited time" cheat, then hold down L + R + Right and press Z. After entering the code correctly, all missions and cheats will be immediately unlocked.

WWF: CRUSH HOUR

Secret Character
 Press X, Y, L, X at any menu screen to unlock Kevin Nash as a playable character.

X-MEN LEGENDS

Unlock Extreme Gear
 At the main menu, press **Up, Up, Right, Left, Down, Down, Start**. A confirmation message will appear if the code has been entered correctly.

X-MEN: NEXT DIMENSION

Secret Codes
 At the main menu, quickly enter any of the following codes:
Unhook everything—Up, Up, Down, Down, Left, Right, Left, Right, A, B, START
 All characters start with nearly zero health—**Up, Up, Down, Down, X, Y, X, Y**
 Computer opponents just stand there—**Up, Up, Down, Down, A, B, B, X, Y, X, Y**
 Unlimited Super—**Up, Up, Down, Down, A, X, A, X**

YU-GI-OH!: THE FALSEBLOOD KINGDOM

Extra Gold Chest
 While in the 3D Mode Screen, move the cursor to an empty spot on the field and quickly press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. If entered correctly, you'll hear a sound. You'll see Yu-Gi-Oh! and you'll automatically receive 573 Gold. You can keep increasing your Gold by entering the code over and over.

ZAPPER

Infinite Lives
 Press **START** to pause the game, then hold L and press **Up, Up, Left, Left, Right, Right**. You will see a message to confirm if you've entered the code correctly.

ZATCH BELLI MAMMADO BATTLES

Cheat Codes
 Enter the following codes at the title screen:
Unhook Zoon and Dorf—**Up, Up, Down, Down, Left, Right, Left, Right, B, A**
Unlock Zoon's Story Mode—Up, Up, Down, Down, Left, Right, Left, Right, A, B
Cheat Passwords
 Defeat any 10 opponents in Story Mode and the "Password" option will appear in the "Bonus Menu" menu. Enter any of the following passwords to earn a random reward (points, cards or characters).
U C K A H E T
C L O O N A V U
T H E C E A L L

Mega Man 4 Passwords

A1, A4, B5, E2, F3 Start at Cossack's Castle with all weapons and items

Mega Man 5 Passwords

B4 blue, D6 blue, F1 blue, C1 red, D4 red, F6 red—Start at Dr. Wily's Lair with all weapons and items

Mega Man 6 Passwords

B6, D4, F2, F4, F6—Start at Mr. X's Castle with all weapons and items and four energy tanks

Mega Man 7 Passwords

1415 5885 7823 6251—Start at the last stage of Dr. Wily's Castle with all weapons and items, two energy tanks and four energy tanks
 Mega Man 7 Secret Battle Game
 Enter the password listed above for Mega Man 7, but hold A + B while you, press START to confirm. You will enter a secret two-player battle game

MECHANIQUES

Cheat Codes

At any time during gameplay press BACK to bring up the PDA, then press Right Trigger to scroll over to the "Factions" screen, where you can enter any of the following codes:

Unleash—Up, Down, Up, Down, Left, Right, Left, Right

Infinite ammo—Right, Left, Right, Right, Left, Right, Left, Left

Aid \$1,000,000—Right, Down, Left, Up, Up, Down, Left, Down, Right

Unleash all shop items—Down, Down, Down, Down, Up, Left, Right

Unleash all factions to "Neutral"—Up, Up, Up, Up, Up, Up, Down, Down, Right, Left

Unleash all "unleashables" cheats—Right, Right, Left, Left, Up, Down, Down, Up, Down, Up, Up, Left, Right, Right

Note: The codes listed below will only work after entering the "Unleash all 'unleashables' cheats" code shown above

Play as Indiana Jones—Left, Left, Right, Right, Up, Up, Down, Down

Play as Han Solo—Left, Left, Right, Right, Up, Down, Up, Down

Play as the Ace of Diamonds—Left, Left, Right, Right, Down, Down, Up, Up

Play as Hearts card—Left, Left, Right, Right, Up, Down, Down, Up

Play as a Deck of 52 member—Left, Left, Right, Right, Down, Up, Up, Down

Play as Garret—Left, Left, Right, Right, Up, Down, Down, Right

Play as Perry—Left, Left, Right, Right, Up, Down, Down, Down

Play as Buford—Left, Left, Right, Right, Up, Down, Down, Down

Play as a Mafia—Left, Left, Right, Right, Down, Up, Up, Up

Play as a Jesus heavy—Left, Left, Right, Right, Down, Down, Up, Up

Play as an NK Elite—Left, Left, Right, Right, Down, Down, Up, Up

Play as a doctor—Left, Left, Right, Right, Down, Down, Up, Up

Play as a prisoner—Left, Left, Right, Right, Down, Down, Up, Up

Play as an A-lot—Left, Left, Right, Right, Down, Down, Up, Up

Play as a doctor—Left, Left, Right, Right, Down, Down, Up, Up

Play as a prisoner—Left, Left, Right, Right, Down, Down, Up, Up

Play as an A-lot—Left, Left, Right, Right, Down, Down, Up, Up

Play as a doctor—Left, Left, Right, Right, Down, Down, Up, Up

Play as a prisoner—Left, Left, Right, Right, Down, Down, Up, Up

Play as an A-lot—Left, Left, Right, Right, Down, Down, Up, Up

Play as a doctor—Left, Left, Right, Right, Down, Down, Up, Up

Play as a prisoner—Left, Left, Right, Right, Down, Down, Up, Up

Play as an A-lot—Left, Left, Right, Right, Down, Down, Up, Up

Play as a doctor—Left, Left, Right, Right, Down, Down, Up, Up

Play as a prisoner—Left, Left, Right, Right, Down, Down, Up, Up

Play as an A-lot—Left, Left, Right, Right, Down, Down, Up, Up

Play as a doctor—Left, Left, Right, Right, Down, Down, Up, Up

Play as a prisoner—Left, Left, Right, Right, Down, Down, Up, Up

Play as an A-lot—Left, Left, Right, Right, Down, Down, Up, Up

Play as a doctor—Left, Left, Right, Right, Down, Down, Up, Up

Play as a prisoner—Left, Left, Right, Right, Down, Down, Up, Up

Play as an A-lot—Left, Left, Right, Right, Down, Down, Up, Up

Play as a doctor—Left, Left, Right, Right, Down, Down, Up, Up

Play as a prisoner—Left, Left, Right, Right, Down, Down, Up, Up

Play as an A-lot—Left, Left, Right, Right, Down, Down, Up, Up

Play as a doctor—Left, Left, Right, Right, Down, Down, Up, Up

Play as a prisoner—Left, Left, Right, Right, Down, Down, Up, Up

Play as an A-lot—Left, Left, Right, Right, Down, Down, Up, Up

Play as a doctor—Left, Left, Right, Right, Down, Down, Up, Up

Play as a prisoner—Left, Left, Right, Right, Down, Down, Up, Up

Play as an A-lot—Left, Left, Right, Right, Down, Down, Up, Up

Play as a doctor—Left, Left, Right, Right, Down, Down, Up, Up

Play as a prisoner—Left, Left, Right, Right, Down, Down, Up, Up

Play as an A-lot—Left, Left, Right, Right, Down, Down, Up, Up

Play as a doctor—Left, Left, Right, Right, Down, Down, Up, Up

Play as a prisoner—Left, Left, Right, Right, Down, Down, Up, Up

Play as an A-lot—Left, Left, Right, Right, Down, Down, Up, Up

Play as a doctor—Left, Left, Right, Right, Down, Down, Up, Up

Play as a prisoner—Left, Left, Right, Right, Down, Down, Up, Up

Play as an A-lot—Left, Left, Right, Right, Down, Down, Up, Up

Play as a doctor—Left, Left, Right, Right, Down, Down, Up, Up

Play as a prisoner—Left, Left, Right, Right, Down, Down, Up, Up

Play as an A-lot—Left, Left, Right, Right, Down, Down, Up, Up

Play as a doctor—Left, Left, Right, Right, Down, Down, Up, Up

Play as a prisoner—Left, Left, Right, Right, Down, Down, Up, Up

Play as an A-lot—Left, Left, Right, Right, Down, Down, Up, Up

Play as a doctor—Left, Left, Right, Right, Down, Down, Up, Up

Play as a prisoner—Left, Left, Right, Right, Down, Down, Up, Up

Play as an A-lot—Left, Left, Right, Right, Down, Down, Up, Up

Play as a doctor—Left, Left, Right, Right, Down, Down, Up, Up

Play as a prisoner—Left, Left, Right, Right, Down, Down, Up, Up

Play as an A-lot—Left, Left, Right, Right, Down, Down, Up, Up

Play as a doctor—Left, Left, Right, Right, Down, Down, Up, Up

Play as a prisoner—Left, Left, Right, Right, Down, Down, Up, Up

Play as an A-lot—Left, Left, Right, Right, Down, Down, Up, Up

2506 65 4 5 7—Unleash Maggot near Slipknot
 8506 65 4 5 7—Unleash a minotaur

MAX UNLEASHED

Choose "Options" from the main menu, then select "Cheats Codes" and enter the following passwords for the desired cheats

SQU I R R E L D O G—Unleash 500,000 Bikes

B I G G O D S—Unleash 5000 Bikes

S Q U I R R E L D O G—Unleash 500,000 Bikes

S Q U I R R E L D O G—Unleash 500,000 Bikes

S Q U I R R E L D O G—Unleash 500,000 Bikes

S Q U I R R E L D O G—Unleash 500,000 Bikes

S Q U I R R E L D O G—Unleash 500,000 Bikes

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S Q U I R R E L D O G—Unleash 500,000 Bikes

S Q U I R R E L D O G—Unleash 500,000 Bikes

Extras:—then choose the "it's in the Game" video to view all of the cameos

Unleash All Alternative Car Skins

Choose "Features" from the main menu, then select the "Create-a-Car" option. When creating a new car or modifying an existing car, enter "Albert Bernate" as the driver's name. Enter the "Features" menu and you will now be able to see all 75 extra paint schemes on your vehicle

NBA XBOX

Cheats Codes

Enter the following codes by accessing the "Create-a-Car" option from the menu

2 k sports team—Unleash 2K Sports team

2 k sports team—Unleash 2K Sports team

2 k sports team—Unleash 2K Sports team

2 k sports team—Unleash 2K Sports team

2 k sports team—Unleash 2K Sports team

2 k sports team—Unleash 2K Sports team

2 k sports team—Unleash 2K Sports team

2 k sports team—Unleash 2K Sports team

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2 k sports team—Unleash 2K Sports team

2 k sports team—Unleash 2K Sports team



82 March 2006 TIPS & TRICKS



Choose "Extras" from the main menu, then select "Cheats." Press the X button and enter any of the following codes to unlock the corresponding item(s):

- A R M O R—Invulnerability
- B I G G U N Z—Super damage
- N O D R O P—No dropped items
- F A I R Y—Permanent Fairy
- D I S G U I S E—All spy attachments
- W R K B E N C H—All weapons

• Start with Suttless Samus
000000 000020
000000 000020
• Start at Norfair with Suttless Samus
J U S T I N B A I E Y

• Start on Norfair with Suttless Samus with
brownsaber
S A M U S B R I D L E Y
4 4 4 4 4 4 4 4 4 4

MONSTER FORCE

Level Skip

At any time during gameplay (not while
paused), hold L + R + A and press up to
complete the current level

Invincibility

At any time during the game, press **START** to
pause. At the pause screen, hold L + R + B
and press Down. You'll hear a special sound effect to
confirm. Now your energy will automatically re-
fill whenever it gets too low. Entering the code
again will disable it.

Secret Characters

At the character select screen, press and hold L
+ R + B, then press Right to unlock Mink and
Drew.

End Level

While at the pause screen, you can return to the
level-select screen by pressing L + R + A.

MONSTERS, INC.

Passwords

L R B 1 3 G—Around the house
7 Q C 2 B 9—Don't Look Down

MORTAL KOMBAT: DEADLY ALLIANCE

Quick Kicks

Choose "Profile" from the main menu, then cre-
ate a new profile and enter your name as
"60K G6561." You'll start with 25,000 koin in
reserve.

MORTAL KOMBAT: TOURNAMENT EDITION

Change Weapon Colors

At the match-up screen before a fight, press any
of the following button combos and hold
them down until the battle begins to change
the color of your weapons.

Black: Press and hold L + R

Blue: Press and hold Up + L

Green: Press and hold Up + A

Orange: Press and hold L + R

Purple: Press and hold Up + R

Red: Press and hold R + A

Yellow: Press and hold L + A

M. DILLER 2

Cheat Code

Start a game in Mission Driller mode, then
pause the game and press "SELECTION," then select
Down, L, R, Down, Up, R, L, Up, A to earn 10
lives.

THE MURPETS: ON WITH THE SHOW!

Cheat Password

Choose "Continue" from the main menu and
enter the password "X0T05" to unlock all difficul-
ty settings and Activity Mode mini-games.

NBA JAM 2002

Unlock Beach and Street Courts

In the main menu, select "Season," then select
"Password" and enter "LHNGDGBJBJGT" as
your password. The text "Courts Unlocked" will
appear briefly at the bottom of the screen.

NICKTOONS RACING

Cheat Code

At the main menu, hold the R button and
quickly press **START**, **SELECT**, **L**, **SELECT**, **START**.
You'll hear Stimp's say, "Oh, joy!" if you're fast
enough. Now the secret character is unlocked as
well as all tracks, cups and difficulty levels.

NICKTOONS UNITE!

Passwords

J A Z M I N—Level 2 (Fenton Lab)
P A U L U N A—Level 3 (Vlad's Château)
S U L K E R—Level 4 (Bikini Bottom)
P A T R I C K—Level 5 (Chum Bucket)
M E R M A I D—Level 6 (Plankton)
S C A L L O P—Level 7 (Timmy's Home)
B A B Y S I T—Level 8 (Dimpled Dump)
G O D D A R D—Level 9 (Crock's Locker Room)
E S T E V E Z—Level 10 (Jimmie's Lab)
L I B E R T Y—Level 11 (Suterranean Caves)
S K Y L A R K—Level 12 (Prof. Calamitous' Lab)

NO RULES GET FRY!

Passwords

1 3 T V N 1 B 1 3 J 3—Level 1 Boss
P P T D 1 5 1 B 1 2—Level 2 Boss
K 7 F R N L X H 8 J 3—Level 3 Boss
T F O F N 9 H 8 J 2 R—Level 4 Boss

ODDWOOD: MUNCH'S ODDYSEE

Password

T H Q M P M D 1—Munch's Music Player

OPERATION: ARMORED LIBERTY

Passwords

B K F 5 Z—Mission 2
D F 5 K 2—Mission 3
S K X 5 Z—Mission 4
Q K F 5 Z—Mission 5
X K F 5 Z—Mission 6
B K F 5 Z—Mission 7
V F 5 Z 1—Mission 8
V K F 5 Z—Mission 9
S K F 5 P Z—Mission 10

PAC-MAN COLLECTION

Pat-Attack Puzzle Mode Passwords

S R Y—Stage 10
S R Y—Stage 20
W H T—Stage 30
R M N—Stage 40
W L C—Stage 50
T M P—Stage 60
W T M—Stage 70
B S K—Stage 80
B T—Stage 90
L S T—Stage 100

THE PHIBAL OF THE DEAD

Passwords

Choose "Continue" from the main menu, then
use the "Enter Password" option to input any of
the following codes. Press R at the Options
menu to view the Sound Test, Movie Test and
View Ending options.
O P B N S N D T 3 S T 1—Unk. Sound Test
M O V 1 P 3 L 3 S 2 N 1—Unk. Movie Test
S H O W M 3 P N D I N G 1—Unk. View Ending
D O N 1 N 3 D M O N 3 Y—Unk. Boss Made at
Game Start menu

PIRATES OF THE CARIBBEAN

THE CURSE OF THE BLACK PEARL

Cheat Passwords

Choose "Continue Game" from the main menu,
then enter any of the following cheat codes.
1 M 0 R 0 T 4—Infinite lives
B V L 1 T 1 2—Infinite bullets (annoyingly)
G 0 0 1 3 5—Start w/ pistol, spear and triple
cannons
S H 3 3—Soldiers and pirates turn into explo-
sive sheep as soon as they see Jack
C 3 N 1 V 5—More aggressive enemies
C R 3 D 1 7 5—See the game's credits
L 1 T T L V N—See a picture of a baby

PLANET MONSTERS

W A 2 Z

H 7 2 3—Level 2 (Ephant)
Z V C—Level 2 (Grosol)
Z W P W—Level 4 (Apiron)
S R 8 0—Level 5 (Sngny)
G 2 W—Level 6 (Crash)
Z 6 F 1—Level 1 (Dragon)
K D C 3—Level 1 (Dragon)

POWEE: DASH FOR SPINACH

Password

From the main menu, enter the four marked
"Options" and select the following password
F 4 B G * X T 5—100% completion

POWER RANGERS 5 PD

Passwords

Z 7 B—Episode 1 Q 2 B—Episode 5-3
Z V C—Episode 2 1 4 C—Episode 6-1
Q 2 B—Episode 2 1 4 G—Episode 6-2
Q Y C—Episode 3-1 W B H—Episode 6-3
1 0 G—Episode 3-2 R 4 G—Episode 7-1
R 6 G—Episode 4-2 M B H—Episode 7-2
O G—Episode 4-2 O G—Episode 7-3
R 4 X—Episode 4-1 O B F—Episode 8-1
Z 2 B—Episode 5-1 S G D—Episode 8-2
V 6 C—Episode 5-2 S B F—Episode 8-3

POWER RANGERS TIME FORCE

Password

Enter the password "8 Q 5 D" to start the game
at the last boss.

POWER RANGERS WILD FORCE

Passwords

L M S B T—Ghost Town/ Turtle Cove Park
3 4 S B T—Factory
M 3 B B—Turtle Cove Harbor
N 5 B B—Cruise Ship
P P S B—Tomb Raider/ Jungle
7 9 P C J—An amulet

R. K. R. THE PHOENIX LIGHTNING

Password

At the main menu, press right "Resume" and
enter any of the following passwords to warp to
the desired level

S B D G B—Stage 2

S H H Q U—Stage 3

S M G L T—Stage 4

S R F H S C—Stage 5

S W D L O—Stage 6

RAMPAGE PUZZLE ATTACK

Password

G I P P N—PTNO—all stages and characters

READY 2 RUMBLE BOXING: ROUND 2

Secret Characters

Enter the following codes at the main menu to
unlock the three hidden characters.
Michael Jackson: Highlight the word "Arcade,"
then press Left, Left, Right, Right, Left, Right,
then L + R simultaneously.
Rumbleman: Highlight the word "Champi-
onship," then press Left, Left, Right, Left, Right,
Right, Left, Right, Left, then L + R simultane-
ously.
Shaqueille O'Neal: Highlight the word "Sur-
vival," then press Left, Left, Left, Left, Right,
Right, Left, Left, Right, then L + R simultane-
ously.

REIGN OF FIRE

Password

9 X L T 5 S B 7—See the credits (this code also
unlocks all of the levels at the Rankings menu)

THE REVENGE OF SHINOBI

Password

6 7 M B F N N G V L F Y W Z 5—Unlock all
stages

THE RIPPING FRIENDS

Password

Choose "Password" from the main menu and
press Right, L, Up, Down, B, Left, Left, Right,
Left, Up, Down, B, Left, Left, Right, Left, Up,
Down, B and Left, then press Down and Right
for character and Deathmatch modes.

RIVER CITY RANSOM EX

Cheat Codes

Press **START** to pause the game, then select
"Status." At the Status screen, select "Name" and
change your character's name to any of the
following names to activate the desired cheat.
D A M A X All abilities maxed out
P L A Y A Enter 999,999 instantly
F U Z Z Y Enable Magic Punch, Dragon Kick,
Acro Circus, Grand Slam, Evilman, Sick Trip
Nitro Port, Twin Kick, Deadly Shot, Top Spin, He-
licopter and Turbo techniques
W U Z Z Y—Enable Sap, Huggly, Pulper, He-
licopter, Kickstand, Big Bang, Wheel Thru, Gate
Chop, Head Bomb, Chain Chomp, Jet K, K,
Shuriken and Flip Thru techniques
W A 2 Z—Enable Boomerang, Charge It, Bat
Attack, Flying Kick, Speed Drive, Bomb B, Up,
Killer K, Bike Kick, Slam Pump, Dragon Knee,
Goat Fat and Hyperguard techniques
B E A R Enable PhenomWing, Intines, Spring-
lines, Rockettars, Air Merc's, Narchooses, Magic
Pants, Pandora Box, Skatzer and Custom Fit at
the Techniques menu

X T R A 1—Add Custom Set to Item menu

X T R A 2—Add Custom Set to Item menu

E R A Z E—Erase all saved character data

Enter these codes at the title screen, while the
words "Press Start" are flashing. You'll hear a
chicken clucking each time you enter a code cor-
rectly.

Unlock all missions—Up, Down, Up, Down, L,
R, L, R, L
Infinite lives—Right, Right, Right, Up, L, L, L
Maximum upgrades—Up, Right, Down, Left, R,
L, L, L
All characters—Down, Down, Down, Down, Left,
Down, R, R, L

ROCK 'N ROLL RACING

Secret Character

At the Character Select screen, highlight Tar-
gator, then hold L + R + **SELECT** and press Right.
The last Los Vikings will become playable in
both Normal and VS. modes.

Secret Race

In the VS. mode at the main menu. Select your
player and vehicle, then choose "Change Plan"
from the menu. At the bottom of the screen
highlight the plane No. 10, then hold L + R +
SELECT and press Right. Now you can race
against J.B. Slash on the Inferno track, which is
available only in VS. mode.

SCOOBY DOO AND THE CYBER CHASE

Cheat Code

Enter "C H I T M D 2" at the Password menu, to
unlock all of the following functions.

• Hold **SELECT** and press R to skip the current
stage.

• Hold **SELECT** and press L to have the current
character captured by the Phantom King.

• Hold **SELECT**, then hold **START** to play the current
stage's sound.

• Sound test options will appear at the bottom
of the Options menu (press B to hear each
sound).

Stage Passwords

G L O D I B T R—Level 2 Roman Coliseum
I C R 3 P 3 B—Boss Monitor, The Creeper
S P L 8 H 1 3—Level 3 Ocean Chase
J V N G L D V P—Level 4 Prehistoric Jungle
G H O T R H L—Boss Monitor: Gator Gnuh
I C 3 B 0 L L Y—Level 5 Arctic Snow Chase
B S Y O T H 3 C—Level 6 Ocean Boatwale
1 R 0 T F Y C—Boss Monitor: Odd Iron Face
0 M V Z M 3 N—Level 7 Video Arcade
P S V K Y I D 5—Level 8 in the Video Arcade with
all items and all CDs available in the University
lab

W H O D N N 1—Ending

SPYDOO DOO UNMASKED

Passwords

Select "Password" from the main menu and
enter the following codes. Each level is divided
into seven sub-levels that can be entered from
a main hub. While you are in the hub, you can
talk to the other characters and play a mystery-
solving game with Velma and a trap-building
game with Scooby.

• Level 1: Mysterious Figure & Magic
Q 0 2 0 8 C X—Unlock Workshop 1 sub-level
W Y 6 1 2 L—Unlock Workshop 2 sub-level
L 1 1 0 7 P 7—Level Complete
1 0 0 Q 0 C T X C—Mystery #1 Solved (Velma
mini-game)

• Level 2: Shadyhouse Showdown in Chinatown
F F 2 F B R—Unlock Sevens sub-level
8 0 N W 4 M K 0—Sevens Complete
K 3 V P X B T—Unlock Cookie Factory sub-level

Q M 8 4 7 2 3—Cookie Factory Complete
H C H V T W R—Mystery #2 Solved (Velma
mini-game)

• Level 3: Rockin' Rollercoaster of Terror
F P B 7 1 3 0—Unlock Haunted house sub-
level

V A T 1 8 H F V—Haunted House Complete
T H B L C R—Unlock Circus Tent

G 1 5 D 1 V G W—Circus Tent Complete
L 1 1 0 7 P 7—Mystery #3 Solved (Velma
mini-game)

• Level 4: Harum Scarum at the Museum
X 7 6 7 V B K—Rude #2 Complete
9 8 H V 8 T B—Trap #2 Complete (Fred mini-
game)

W 1 5 V X K C—Fight the Guita! Ghoul
R 1 F 8 5 9 6—Defeat the Guita! Ghoul
• Level 4: Harum Scarum at the Museum
X 7 6 7 V B K—Rude #2 Complete

F 2 0 3 1 4 P—Medieval Exhibit Complete
Z 2 0 7 5 1 6—Unlock Ice Age Exhibit sub-level
4 R 6 4 2 0 3—Ice Age Exhibit Complete

X 9 G 1 Z N R—Mystery #4 Solved (Velma mini-
game)

W 8 K 1 Z B P R—Rude #3 Complete
2 P V X 1 7 Q—Trap #3 Complete (Fred mini-
game)

S F 6 N Q F X—Fight the Caveman
K R G O Z N R—Caveman defeated
6 1 Q 3 N 1 N H—Final Hint! no cookies

THE SCORPION KING: SWORD OF OSIRIS

Stage Select + Character Select

At the main menu, select "Continue," then
press Down, Down, Right, Up, Right, Up, Right,
Down, Down, Start. A stage select menu will
appear. At the stage-select menu, point the
arrow to the name of the stage you want to
play, then press **START** to play. Press **START** or
press **SELECT** to play as Cassandra.

SEGA: SMOASH

SEGA's Dolphin: Cheat Menu

Start the game and move Ecco left and right.
Press **START** to pause while Ecco is tumbling—
you have to catch him as he's facing you. Next,
press Right, B, R, B, Down, R, Up, A. A cheat
menu appears, offering a stage select, sound
test, message test, invincibility and more.

Sonic Zombai: Stage Select

Choose "Options" from the title screen, then—
when the Options menu appears—press L,
Up, Down, R, Down, A, Down, L, R, Up, L, A,
Up, R, Up, you'll hear a fanfare to confirm the code
works. Now, press the title screen and enter one
of the following codes:

• Hold L and press **START** to warp to the "Lava
Powerhouse" stage.

• Hold R and press **START** to warp to "The Machine" stage
 • Hold A and press **START** to warp to the "Snowdown" stage
Sonic Spinball: See the Credits
 Choose "Options" from the title menu, then when the Options menu appears—press A, Up, R, Up, L, Up, A, R, Down, A, L, Down, R, L, Down, the game's credits will appear

SHAWN PALMER'S PRO SNOWBOARDER

Password
 P J W P M N T S C M 4—All boards and levels unlocked for Shaun Palmer

"SHINING SOUL"

Star Boost
 At the beginning of the game, if you name your character after one of the classic *Shining Force* heroes, they'll receive a status boost in the file most useful to that character's class. For example, if you name your warrior or Mage, he will receive a +10 boost to his strength. You won't see the star increase until after the game starts and you take control of your character
 Max—Gives Warrior +10 Strength
 Arin—Gives Wizard +10 Intelligence
 Miles—Gives Archer +10 Vitality
 Bleu—Gives Dragonoid +10 Dexterity

THE SIMPSONS' LONG RAGE

Unlock All Characters, Weapons, and Missions
 Choose "Opt Options," then select "Set Password" and input the following Simpson's character icons: Maggie, Willy, Bart, Chief Wiggum, Apu, Moe, Krusty, Barney

SONIC ADVANCE

Play as Sonic's allies
 Choose "Game Start" from the main menu. At the character-select screen, highlight Sonic, then press Up, Right, Down, Right, L, Right, R, Right, A. You'll hear a chime to confirm. Now you'll be playing as Sonic with Tails following him behind you, just like Sonic the Hedgehog 2

SONIC TALE

Combo Attack Passwords
 Play through Story Mode with all of the characters until you get to Emerald's Story. While playing as Emerald, enter the Sonic Team building in Central City and you'll be able to use these passwords to unlock Emerald's combo attacks:
 7 5 6 1 9—Sonic Combo data card
 O T r 0—Tails Combo data card
 A n n V—Rouge Combo data card
 V 3 B 0—Knuckles Combo data card
 I o g K—Amy Combo data card
 A z h a n—Cream Combo data card
 C h r a n—Shadow Combo data card
 S 5 V T—102 Combo data card
 E K T A—Chaos Combo data card

SPACE CHANNEL 5: ULALA'S COSMIC ATTACK

Auto Play Mode
 At any time during the game, hold L + R and press Up, Left, A, Left, A, Down, Right, B. You'll hear a shout to confirm the code. Now the game will play by itself.

SPACE INVADERS

Cheat Codes
 Enter the following codes at the title screen, when the words "Press START" are flashing. Access cheat menu (stage select/permanent shield)—B, A, SELECT, SELECT, B, A, Left, Left. Invincibility in Classic mode—Left, A, SELECT, SELECT, Up, Up
 Jump Mania's skill level B, A, Down, B, A, Down, B, Up, SELECT

"SPIDER-MAN: MYSTERY'S MENACE"

Password
 Enter the password "J V 3 1—" to begin the game with all levels unlocked and all items.

SPONGEBOB SQUAREPANTS

BATTLE FOR BIKINI BOTTOM
Passwords

From the main menu, choose "Continue" and enter any of the following passwords
 H Y K 3—Level 1: 2 Hs Ho Mystery, Away
 Q 6 T 3—Level 1: 3 Robot from the Goo Lagoon
 B D 3—Level 4: 6 Please Please Keep Me
 L 2 F 3—Level 1-5: There Goes the Neighborhood
 C X P 3—Level 1-6: Nuts and Bolts
 M S 3—Attack of the Steel Squares!
 L 3 S 3—Level 2-5: Gone Jellyfishin'
 B Y K 4—Level 2-3: Short Circuit
 L X T 6—Level 2-4: No Hosing Around
 P P 6—Level 2-5: New Robotropolis
 R 7 P 6—Level 2-6: To the Merga Jet
 B Y F 4—Star Power
 Q 5 P 4—Level 3: 1 Around the Way Song

H 9 S 3—Level 3-2: Seamounter and Jellyfish
 M 9 J 3—Level 3-3: Mystery Loves Company
 B Y T 4—Level 3-4: Hitting the Sopes
 R 5 J 3—Level 3-5: In-Cog-Neato
 B 2 F 4—Level 3-6: Robots in the Skies
 M 5 F 4—Squid V C ous
 B 1 F 4—Level 4-1: I Came from Rock Bottom
 L 3 F 4—Level 4-2: Deep Trouble
 H 5 Y 4—Level 4-3: Escape from Sand Mountain
 M 2 4—Level 4-4: Back to the Seacow
 C 1 V 4—Level 4-5: Industrial Robot
 M 5 S 4—Level 4-6: Plankton's Inner Sanctum
 C 2 F 4—Spongoblast Steel Pants

SWIMMER

Secret Codes
 Enter any of the following codes as your name when creating a new agent file: the corresponding cheat will then be active, but only when using that particular file
 F D A C R A—Unlock Arcade Mode
 S U P E R S P Y—Unlock "Super Agent" difficulty option at mission select menu
 B U Y M K D A—Unlock all cheats at System Options menu
 U n l o c k E v e r y t h i n g

Note: You must clear all three agent files in order to enter this code. Select the first file and enter your name as "BEST," then select the second agent file and enter your name as "GAME," then select the third agent file and enter "EVER" as your name. To erase the entire code, save slot and you'll find that Arcade Mode, all of the cheats and all of the missions have been unlocked, including the "Super Agent" missions. Once this code is in place, you may delete the "GAME" and "EVER" agent files if you wish.
 Blue Code

Do not give any of the "Eliminate Chickens" stages, press A to pause, then press Left, Left, Right, Right, Right, Left, Left, A to make the chickens bleed when you hit them. Enter the code again in a disable it
 Code: C a n d i d e M e m o r y
 To reset the "Top Aces" high score table in Arcade Mode, press Up, Down, L, R, L at the copyright screen that appears when you first turn the game on. To erase the entire copyright screen—including all saved game data—press Left, Left, Right, Right, Right, Right, Right, A. Do not give any of the "Eliminate Chickens" stages, press A to pause, then press Left, Left, Right, Right, Right, Left, Left, A to make the chickens bleed when you hit them. Enter the code again in a disable it

SPYRO ORANGE: THE CORTEX CONSPIRACY

Secret Codes
 At the Story Mode/Player Mode/Training/Credits menu, press L + R to access the cheat code entry screen, and enter any of the following codes. Note: The "gems" code can only be used once in each saved game
 V 1 S 10 5—100 gems
 T A P 10 C 4—200 gems
 S O Y B 3 4 N—"O Sheep" card
 V 4 N 1 L L 4—"Stone Riptor" card
 B 4 I S O K V—Spyro breathes sheep instead of flame
 S P Y R O—Orange Spyro
 S P 4 R X—Orange graphics
 P O R T 4 L—Purple graphics
 C 3 M 2—Back and white graphics
 Crash Party USA—Mini-Game
 Hold L + R when turning on your Game Boy Advance with *Spyro Orange* inside. Instead of *Spyro Orange*, the "Crash Party USA" mini-game will appear.

STAR WARS: FLIGHT OF THE FALCON

Cheat Codes
 At any time during gameplay, press **START** to pause, then hold the L + R buttons and press Up, Right, A, START, A, Down, A, START, START. The game will automatically pause. Press **START** to pause again, then press A to quit. Now you can enter the following cheat codes by choosing "Password" from the main menu
 S P V 0—Infinite ship
 M O N G—Infinite lives
 B L O B—Unlimited missiles
 G 0 0 0—Rapid-fire for main weapon (hold A button)
 G 0 0 N—Unlock all levels
 G 0 0 N—Add "Few Credits" option to Options menu
 F A C 3—View developer image gallery

STAR WARS: JEDI POWER BATTLE

Passwords
 S J O X Y K—Level Set for Mace Windu or Darth Maul
 V R 3 B F J—Level Select for Qui-Gon Jinn

STAR WARS: THE NEW HOPE ARCADE

Cheat Codes
 Enter any of the following codes at the password menu. An "Invalid password" message will appear, but the cheats will still take effect.

2 D 4—Enable stage select (press L or R at the main menu to choose a stage)
 F R C—Level 3: Force powers
 B 1 7—Start with 200 Health and Force power
 S K Y—Play as Luke Skywalker
 L B W—Do agonal control scheme
 T N G—Unlock "Language" option at Options menu

STAR X

Cheat Passwords
 From the main menu, then select "Password" and enter any of the following codes
 G S H A R D—Invincibility
 S B O O M—Infinite Smart Bombs
 G S M A X—Always have main weapons

SUPER ARMY WAR

Choose "Code" from the main menu, then enter any of the following codes
 1 2 8 4—Unlock all battle campaigns
 4 4 4 4 2—Change all vehicles to modern military vehicles

SUPER MONKEY BALL JR.

Quick Play
 Enter the following codes at the title screen while the words "Press START" are flashing. Note: The codes must be entered every six seconds. Press all stages. Practice mode, all missions and "Crest" option at the Game Options screen. Down, Up, Left, Right, Left, Right, B, A
 Blast graphics with improved frame rate—Left, Right, Right, Right, Down, A
 Dispay "Nice Try" message—Up, Down, Down, Left, Right, Right, B, A

SUPER PUZZLE FIGHTER II

Secret Characters
 Enter the following codes at the character-select screen in Arcade Mode or Link Battle mode
 Akuma (Player 1)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, A
 Dan (Player 2)—Highlight Felicia, hold SELECT, press Left, Left, Left, Down, A
 Devilant (Player 3)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, A
 A (same as Dan code, but you must press A at the exact moment when the timer is at the 10-second mark)
 Devil (Player 2)—Highlight Felicia, hold SELECT, press Right, Right, Right, Down, A
 A (same as Dan code, but you must press A at the exact moment when the timer is at the 10-second mark)
 Reisen Ko's sister (Player 1)—Highlight Morrigan, hold SELECT, press Right, A
 Reisen Ko's sister (Player 2)—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, A
 Anita (Player 1)—Highlight Morrigan, hold SELECT, press Right, Right, A
 Anita (Player 2)—Highlight Felicia, hold SELECT, press Left, A

TACTICS OGRE: THE KNIGHT OF LODIS

Music Mode
 From the main menu select "New Game" when the "Enter Name" prompt appears, enter "MUSIC ON" as your name. Instead of starting a game, you'll automatically enter a special mode where you can listen to all of the background music in the game.

TERMINATOR 3: RISE OF THE MACHINES

Passwords
 R N R B G—Level 2: Freeway System
 W N W K G—Level 3: Love LA
 N G G G G—Level 4: I loved L.A.
 B M F G G—Level 5: Robot Factory
 L R H F G G—Level 6: Encounter
 N R P G D—Level 7: Graveyard
 I W J G G—Level 8: CVS Compound
 A M P G G—Level 9: Test Area
 J C S G F—Level 10: Give Me She

TETRIS WORLDS

Popular Mode
 Choose "Marathon" from the main menu, then hold L + R and press SELECT at the "Select Game" screen. A new option called "Popu" will appear. This mode features simplified graphics which are more like the original Tetris and does not include the "Ghost Piece" feature.

TOM & JERRY: THE MAGIC RING

Passwords (Jerry)
 1 2 3 6—Chapter 1: Kitchen Connoisseur
 B 1 7—Start with 200 Health, the Option
 8 3 5 6—Chapter 3: Into the Sewer
 1 1 7 6—Chapter 4: The House of Fun
 8 2 5 1—Chapter 5: The Alley
 2 7 6 3—Chapter 6: Construction Zone
 2 8 5 6—Chapter 7: The Circus
Passwords (Tom)
 5 4 8 6—Chapter 1: Kitchen Connoisseur
 7 8 1 7—Chapter 2: Barknuckle in the Park
 5 4 2 3—Chapter 3: The Option
 5 3 4 8—Chapter 4: The House of Fun
 5 1 2 6—Chapter 5: Into the Sewer
 8 2 5 6—Chapter 6: Construction Zone
 8 1 4 3—Chapter 7: The Circus

TOMMY HAWK'S STAR SQUAD 2

Main Menu
 The following code can be entered at the main menu screen. Each time you enter a code correctly at this screen, the menu wheel will spin and you'll hear a signal to confirm. Change all of the blood and grinding "spark" effects to smiley faces—Hold R, press START, A, Down, B, A, Left, Left, A, Down (enter the code again to toggle the effects)
 "Paused" Menu Cheats
 Press **START** during a game and you can enter any of the following codes at the "Paused" screen. Press A to name your code correctly, the screen will shake and you'll hear a signal to confirm.
 Unlock Spider-Man as a playable character—Hold R, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START
 Unlock Mandy as a playable character—Hold R, press A, Left, Left, Right, B, A, START
 Get enough money to unlock all of the game's levels—Hold R, press A, START, A, Right, Up, Down, Down, Up, Up, Down
 Zoom in and out repeatedly—Hold R, press Left, A, START, A, Right, START, Right, Up, START
 Press the "Paused" screen to toggle the effects. Set the stage timer to 0.00, ending your run immediately—Hold R, press Left, Up, START, Up, Right (this code doesn't have any effect in Free State mode)

Additional Cheats
 Each of the following codes can be entered either at the main menu or the "Paused" menu.
 Disable all of the cheats code again to toggle the effects. Set the stage timer to 0.00, ending your run immediately—Hold R, press Left, Up, START, Up, Right (this code doesn't have any effect in Free State mode)
 Disable blood effects—Hold R, press Left, Up, START, Up, Right (this code doesn't have any effect in Free State mode)
 Spider-Man Super Wall Rides—Hold R, press Left, A, Down, B, A, START, Down, A, Right
 Press the "Paused" screen to toggle the effects. Set the stage timer to 0.00, ending your run immediately—Hold R, press Left, Up, START, Up, Right (this code doesn't have any effect in Free State mode)
 Spider-Man as a playable character—Hold R, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START, A, Down (enter the code again to toggle the effects)
 Spider-Man Super Wall Rides—Hold R, press Left, A, Down, B, A, START, Down, A, Right
 Press the "Paused" screen to toggle the effects. Set the stage timer to 0.00, ending your run immediately—Hold R, press Left, Up, START, Up, Right (this code doesn't have any effect in Free State mode)
 Spider-Man as a playable character—Hold R, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START, A, Down (enter the code again to toggle the effects)
 Spider-Man Super Wall Rides—Hold R, press Left, A, Down, B, A, START, Down, A, Right
 Press the "Paused" screen to toggle the effects. Set the stage timer to 0.00, ending your run immediately—Hold R, press Left, Up, START, Up, Right (this code doesn't have any effect in Free State mode)
 Spider-Man as a playable character—Hold R, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START, A, Down (enter the code again to toggle the effects)
 Spider-Man Super Wall Rides—Hold R, press Left, A, Down, B, A, START, Down, A, Right
 Press the "Paused" screen to toggle the effects. Set the stage timer to 0.00, ending your run immediately—Hold R, press Left, Up, START, Up, Right (this code doesn't have any effect in Free State mode)
 Spider-Man as a playable character—Hold R, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START, A, Down (enter the code again to toggle the effects)
 Spider-Man Super Wall Rides—Hold R, press Left, A, Down, B, A, START, Down, A, Right
 Press the "Paused" screen to toggle the effects. Set the stage timer to 0.00, ending your run immediately—Hold R, press Left, Up, START, Up, Right (this code doesn't have any effect in Free State mode)
 Spider-Man as a playable character—Hold R, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START, A, Down (enter the code again to toggle the effects)
 Spider-Man Super Wall Rides—Hold R, press Left, A, Down, B, A, START, Down, A, Right
 Press the "Paused" screen to toggle the effects. Set the stage timer to 0.00, ending your run immediately—Hold R, press Left, Up, START, Up, Right (this code doesn't have any effect in Free State mode)
 Spider-Man as a playable character—Hold R, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START, A, Down (enter the code again to toggle the effects)
 Spider-Man Super Wall Rides—Hold R, press Left, A, Down, B, A, START, Down, A, Right
 Press the "Paused" screen to toggle the effects. Set the stage timer to 0.00, ending your run immediately—Hold R, press Left, Up, START, Up, Right (this code doesn't have any effect in Free State mode)
 Spider-Man as a playable character—Hold R, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START, A, Down (enter the code again to toggle the effects)
 Spider-Man Super Wall Rides—Hold R, press Left, A, Down, B, A, START, Down, A, Right
 Press the "Paused" screen to toggle the effects. Set the stage timer to 0.00, ending your run immediately—Hold R, press Left, Up, START, Up, Right (this code doesn't have any effect in Free State mode)
 Spider-Man as a playable character—Hold R, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START, A, Down (enter the code again to toggle the effects)
 Spider-Man Super Wall Rides—Hold R, press Left, A, Down, B, A, START, Down, A, Right
 Press the "Paused" screen to toggle the effects. Set the stage timer to 0.00, ending your run immediately—Hold R, press Left, Up, START, Up, Right (this code doesn't have any effect in Free State mode)
 Spider-Man as a playable character—Hold R, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START, A, Down (enter the code again to toggle the effects)
 Spider-Man Super Wall Rides—Hold R, press Left, A, Down, B, A, START, Down, A, Right
 Press the "Paused" screen to toggle the effects. Set the stage timer to 0.00, ending your run immediately—Hold R, press Left, Up, START, Up, Right (this code doesn't have any effect in Free State mode)
 Spider-Man as a playable character—Hold R, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START, A, Down (enter the code again to toggle the effects)
 Spider-Man Super Wall Rides—Hold R, press Left, A, Down, B, A, START, Down, A, Right
 Press the "Paused" screen to toggle the effects. Set the stage timer to 0.00, ending your run immediately—Hold R, press Left, Up, START, Up, Right (this code doesn't have any effect in Free State mode)
 Spider-Man as a playable character—Hold R, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START, A, Down (enter the code again to toggle the effects)
 Spider-Man Super Wall Rides—Hold R, press Left, A, Down, B, A, START, Down, A, Right
 Press the "Paused" screen to toggle the effects. Set the stage timer to 0.00, ending your run immediately—Hold R, press Left, Up, START, Up, Right (this code doesn't have any effect in Free State mode)
 Spider-Man as a playable character—Hold R, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START, A, Down (enter the code again to toggle the effects)
 Spider-Man Super Wall Rides—Hold R, press Left, A, Down, B, A, START, Down, A, Right
 Press the "Paused" screen to toggle the effects. Set the stage timer to 0.00, ending your run immediately—Hold R, press Left, Up, START, Up, Right (this code doesn't have any effect in Free State mode)
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 Spider-Man Super Wall Rides—Hold R, press Left, A, Down, B, A, START, Down, A, Right
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ULTIMATE ARCADE GAMES

Credit Code

Enter any of the following codes at the main menu.
Unlock all 12 Arcade Games—L, L, L, L, R, L, R, L, Up, Up, Right, Down, Left, Up, Right, Down, L, L, SELECT
Unlock a 120 Challenges—L, L, L, L, R, L, R, L, Up, Up, Up, Down, Down, Left, Up, Right, Down, SELECT

URBAN YETI!

Passwords

Cross "Continue" from the main menu, then enter any of the following passwords to begin at the stage indicated with three credits.
F O R E W O R D —Level 1 Industrial land
H A M S T E R K —M-ni-Game Soup Kitchen
L A N G U A G E —Level 3: The City
N I G H T M E —Level 1 Industrial land (Part 2)
V E N E T I A N —Level 2: The City
Y I N G P O N G —Mini-Game Discus Tournament
Y E T I T R A F T —Mini-Game Lazy Seaweed
C I T Y Z E N S —Level 4: The Suburbs
P R O V I D E R —Mini-Game Yeti Chicken
P A S S W O R D —Level 3: The City

T O N Y G O L D —Secret cheat menu
B S W S B S W S —Weapon screen

VAN Helsing

Passwords

255 M12 211 St. Peters Basilica (The Vatican)
19H M11 211—Traveling by train
J2M 1121—Vaiana Vi-age
SHG 12W 111—Meet the werewolf
661 K60 211—Track the werewolf
L4, K60 311—Castle Frankenstein
B7P 105 511—Escape from Castle Frankenstein
B6P K62 611—Carriage battle
B1P K68 611—Dracula's Castle
CS5 678 "M1—Final level
DLS 6F3 QM1—Ending credit

WARISO LAND 4

Karaoke Mode

Enter the Sound Room, then press Up + START + SELECT + L + R. As soon as all five buttons are held down simultaneously, a new "Karaoke" option will appear at the top of the screen. Select this option and you can sing along with the Japanese—to a special hidden CD tune. When the song plays, you can use the following commands to modify it.
Tap Up repeatedly—Raise pitch
Tap Down repeatedly—Lower pitch
Tap Left repeatedly—Slow down
Tap Right repeatedly—Speed up
Press L or R—Toggle vocals on/off

WOLFSTEIN 3D

Secret Codes

Press START at any time during the game to pause, then enter any of the following codes at the Opt on menu.
All weapons and keys for the current level/reel health and ammo—Hold L + R and press A, B, A, A, A, A, A
Invincibility—Hold L + R and press A, B, A, A, A, A
Skip to the next floor—Hold L + R and press A, B, A, A, A, B, B, A (enter this code in the first level to play a secret stage)

F22 WOLVERINE'S REVENGE

Credit Codes

At the "Select Slot" screen, hold the L button and enter any of the following codes.
Invincibility—Down, Up, Down, Down, Up, Down, SELECT
100 vs—Right, Right, Right, Right, Right, Right, Right
Right, Right
Unlock all power-ups—Right, Left, Right, Left, Right, Left, Right
Health recovery (when claws are extended)—Up, Up, Right, Left, SELECT, SELECT

VOLKIE ISLAND: SUPER MARIO ADVENTURE 3

Bonus Stage Menu

At the stage-select screen, hold SELECT and press L, L, B, A. A menu will appear that allows you to play any of the game's mini-attempts.
YU-GI-OH! THE ETERNAL DUELIST SOUL
Passwords
23771716—7 Colored Fish
61983261—7 Completed
7576853—4 Clawed
4156845—Acid Trap Hole
08351769—Air Eater
1589523—Air Wombat of Nefarousness
38035986—Akexerus
36904469—Akinron
64278736—Alligator's Sword
03166982—Alligator's Sword Dragon

99785935—Alpha the Magnet Warrior
17868114—Anson of the Seas
507148353—Ametu
4073854—Amphibious Bugtho
4243184—Ancient Brn
93221206—Ancient Elf
4330871—Ancient, zard Warrior
14015067—Ancient One of the Deep Forest
17092736—Ancient Teol
49587396—Ancient Tool
4851919—Ant
89904598—Anthrosaur
42364257—Anti Rakeko
5892104—Anti-Magic Fragrance
48923912—Approsaur
9512338—Aqua Chorus
86164259—Aqua Dragon
85639257—Aqua Madoor
1458519—Aqua Mole
36151753—Arma Knight
5133481—Armi
09762077—Armed Ninja
16680106—Armedies Iron Dragon
15480588—Armored, zard
16246257—Armored Rat
17535858—Armored Starfish
2024247752—Dark Eyes Hounst
406519825—Axe of Despair
48035635—Axe Rider
88819587—Baby Dragon
9240194—Backpack Soldier
51528002—Bandier of the Light
06840053—Barox
18404060—Barrel Dragon
44155115—Barrel, y
10476586—Barrel, y
89031159—Barricade insect
05053103—Bartie Os
18246479—Bartie Steer
32452081—Beaver Warrior
84990171—Bear Soldier
99426834—Beastking of the Swamps
16899514—Beastly, headhunker
32452081—Beaver Warrior
94022093—Bergemon
83556667—Beet of Destruction
25556679—Beta the Magnet Warrior
45555552—Bird of Death
17683887—Big Eye
53606887—Big Insect
65240338—Big Sh. eld Gandra
08055840—Birding, Clean
76705424—Birding, Clean
89832901—B. Dragon Jung e K ng
14428666—Black Illusion R tual
51687948—Black Jack Persider
7564352—Blackland Fire Dragon
28407014—Bladefly
17038455—Blat Juggler
26102522—Blat Soldier
25880402—Block Attack
20871001—Blue Medicine
35284233—Blue Eyes Silver Zomb e
51186016—Blue Eyes Iron Dragon
89631139—Blue Eyes White Dragon
89606030—Blue Eyes White Dragon
41366436—Blue-Winged Crown
21340051—Boar Soldier
12146024—Bot Ercargot
9195571—Book of Secret Arts
81386177—Bottom Dweller
1650282—Brochirus du
20107233—Breath of Light
78828488—Briant-Ristie
06297941—Burglar
18378757—Burning Spell
78193831—Buster & Rider
78637313—Call of the Dark
19070138—Call of the Grave
97077561—Call of the Haunted
10545461—Call of the Haunted
11384280—Cannon Soldier
00662121—Castle of Dark Illusions
44209332—Castle Walls
5727981—Castle Walls
36485566—Cassette
91152256—Celtic Guardian
20228433—Cerulean a Be i
10248951—Chain Destruction
79323590—Chain Energy
40031928—Change of Heart
37421579—Charban the Fire Knight
81380211—Chronos of Sanctuary
41218265—C-wa Reacher
92667214—C-won Zomb e
33413363—Cockroach Knight
17375316—Conformation
38888755—Crown Clown
67944517—Crawling Dragon
88289771—Crawling Dragon #2
53713014—Crazy Fire
18384885—Flying Kamikaze #1
03194221—Flying Kamikaze #2
77988771—Crow Goblin
77988771—Crow Goblin
74278736—Crush Card
28279543—Crush of Dragon

12470447—Curse of Fiend
22026707—Curran of the Dark Ones
06400512—Cyber Cannon
30655537—Cyber Falcon
31424316—Cyber Jar
89112729—Cyber Saurus
21244564—Cyber Shield
44865098—Cyber Soldier
69025636—Cyber Stealer
48765443—Cyber-Text All Stars
59824499—Dancing Elf
72520073—Dark Artist
14909303—Dark Assassin
31464688—Dark Chimera
21244564—Dark Chimera
06416116—Dark Energy
01959938—Dark Gray
31259443—Dark Hole
81057959—Dark Human
31375573—Dark King of the Abyss
49686414—Dark Magician
99261403—Dark Rabb t
92732363—Dark Rake
04196604—Dark Shade
35655537—Dark Witch
59748896—Dark Zebra
2024247752—Dark Eyes Hounst
17881964—Darkfire Dragon
05388481—Darkfire of the Soul
78861134—Darkfire of the Soul #2
106188720—Darkness Approaches
45889520—Dark-Perching, gh
45004084—Darkness of Thorns
28553363—Deepest Space
47673025—Dequinent Duct
1515941—De-Sp
73481159—Destroyer Golem
69893115—Duke Armadio
70421380—Dmensona Warrior
76446915—Dark Magician
40826495—Disoloverock
74701381—DNA Surgery
20882881—Dokurozo the Grim Reaper
16972970—Dona the Angel of Silence
05766552—Doron
201940333—Dorover
54002599—Dragon Capture Jar
25555552—Dragon Pet
28563545—Dragon Seeker
01435851—Dragon Treasure
06672589—Dragon Zomb e
68619149—Dragons of the Wicked Knight
04734942—Driving Snow
16353197—Droop in Lizard
49456669—Druid
12939343—Dynamans Dark Witch
51228280—Dungemon Worm
60866277—Earthshaker
45784472—Earthquake
06167785—Elders
58755323—Electric Lizard
11324446—Electric Snake
37820550—Electro-Whip
90249239—Elegant Lyotist
19897727—Elys Light
15237615—Empress Judd
95359586—Enchanting Jewel
75376956—Enchanting Marmad
947115—Excruciating Aerosol
56066928—Eternal Draught
95051344—Eternal Reel
05566688—Exchange
26725158—Ex of the Wicked
33598488—Exod a the Forbid eden One
64511793—Eysarmor
20315854—Eysarmor
77653779—Fairy's Flame Mirror
37160778—Fairywhirl
75823295—Fath #rd
03027001—Fake Tap
9372891—Fears Imit
77456781—Fenna Kraken
68870276—Fiend Reflection #1
02863499—Fiend Reflection #2
95858926—Fiend's Swirl
52800428—Fiend's Hand
71334081—Fiend's Hand
46347455—Fiend's Kraken
52581214—Fiend's Reaper
53293455—Fiend's Rage
74074868—Fiend's Ray
67688016—Fiend's Reel
68862676—Fiend's Cerberus
45298677—Fiend's Champ on
58528696—Fiend's Gnome
34460081—Fiend's Marmad
20231177—Fiend's Swordsman
02839619—Fiend's Viper
96890582—Fiend's Assault
5952802—Fiend's Fowl
84834885—Flying Kamikaze #1
03194221—Flying Kamikaze #2
77988771—Follow Wind
78423978—Forest Requisition
87430988—Forest

98818516—Frenzied Panda
25902560—Fusion Sage
01641882—Fusion Soldier
56945206—Gaa Power
68889139—Gaa the Dragon Champion
05380838—Gaa the Fiend Knight
16279315—Gale Soldier
11545327—Gamma the Magnet Warrior
34562776—Gangmu
30844184—Garnia Sword
78577570—Garnia Soldier of Oath
98888191—Garnica Elf Knight
14977074—Garois
97807745—Garvas
16279315—Gasteroid
05187195—Gazelle the King of Myrn al
Beasts
91400098—Gemin Elf
45506126—Genn
24668830—Germ Infection
95265975—Ghoul with an Appetite
14762634—Giant Flea
95198951—Giant Soldier of the Sun
72298832—Giant Much-Solider
97017120—Giant Rat
58831685—Giant Red Seasnake
41403716—Giant Scorpion of the Tundra
13038448—Giant Soldier of Stone
42703748—Giant Tornado
96981563—Giant Turtle Who feeds on Flames
82829011—Gift of the Mystical Elf
31621188—Gin
08471389—Gigahex Wolf
51882829—Gita the D. Knight
04195685—Goblin Fan
11868259—Goblin's Secret Remedy
67959180—Goddess of Whim
53493204—Goddess with the Third Eye
15367030—Gokisue
79571448—Gokisue's Gravelly Charity
74137505—Grateful Dice
02906250—Grapp e
82542267—Gravelgiver Ghoul
95198951—Gravelgiver's Servant
67005417—Gravoborer
27049559—Graveward and the Hand of wn
tation
5120191—Great Bit
54622031—Great Mammoth of Goldmine
13249800—Great White
29216685—Great Phantom King
61861914—Great Phantom King
51821422—G-Fire
95744531—Gringle
58134394—Ground Attacker Bugloss
95632433—Gustone Goo
55608151—Gyphon Wind
89272878—Guardian of the Labyrinth
85448931—Guardian of the Sea
47819485—Guardian of the Throne Room
73079465—Gust
55321970—Gust Fan
31212090—Gyakultome Megami
85408971—Gyane-Hane
84285623—Han wa
99030164—Happy Love
20060230—Hard Armor
78812113—Harpe Lady
12086122—Harpe Lady Sisters
30532390—Harpe's Brother
18144506—Harpe's Brother Duster
52040716—Harpe's Pet Dragon
19615188—Harpe's Sister
35984828—Hercules Bet e
89897208—Hero of the East
10451875—Hokibane
46158696—Hokibane's Gyoin
46130346—Hokibane
36851799—Hokibane's Shadow Scout
81863068—Hokibane's Shadow Scout
47181686—Hokibane's Shadow Scout
78464926—Hokibane's Shadow Scout
10859090—Holograph
69694045—Horn Imp
85408971—Horn of Heaven
38552107—Horn of Heaven
64047146—Horn of Light
76629977—Hoshingun
45330102—Hoshingun's Courage
08783685—Hoshingun's Courage
15083728—House of Adhesive Tape
80141480—Hunter Spider
38982356—Hyo
92118022—Hyosue
62397231—Hyozanyu
20486593—Hyozanyu
81660858—Hyozanyu
28545695—Hyozanyu's Facless Mage
61740673—Imperial Order
03492538—Insect Armor with Laser Cannon
91512835—Insect Queen
07024191—Insect Soldiers of the Sky
1227556—Insect Queen
28450915—Invader from Another Dimension
03056267—Invader of the Throne

98374133 -Unigovator	47986555-Millennium Golem	64631466-Be nouthed	08944575-The Ordek
14851496-Je lyfish	23012841-Millennium Ship	51482758-Remove Tap	34694160-The Eye of Truth
90020025-Jigen Bakudan	47849323-Mikku Radiant	08951260-Respect Ray	43937174-The Flute of Summoning Dragon
71585511-Jinzo	93519892-Minor	95918861-Restricter Revu .ten	42819888-The Green Sectary
32809211-Jinzo #1	64684657-Minonami Warri	77622396-Reverse Star	18710707-The Furious Sea King
94773007-Jirai Gumo	44095762-Mirror Force	64030374-Rhainunds of the Red Sword	84926783-The Immorta of Thunder
31113682-Judge Man	22359994-Mirror Wall	70936344-Right Arm of the Forbidden One	81260683-The Inexperienced Spy
24084849-Just Desserts	91178416-Miss A.C. team	88124921-Right Arm of the Forbidden One	25103959-The Immortal Swordsman of Aile
15401633-Kagemusha of the 8 ue Flame	19184334-Molten Destruction	20436034-Ring of Magniet un	00296499-The Religion of Nabe
80600490-Kagen nen	36121917-Monster Egg	34016756-Riryoku	16439147-The Rebellig Guardian
76634149-Ka-ryu Shin	44133008-Monster Eye	57789392-Riang Air Current	34348003-The Shallow Grave
55564342-Kaser Dragon	83764315-Monster Reborn	19066538-Roaming Ocean Snake	29491031-The Snake War
68985406-Kamasin ream	76612389-Monster Tamer	89797364-Robb n Gold n	81973164-The Silent Sectary
09653271-Kammar Attack	5712107-Monstrous R d	68846917-Rock Ogre Grotto #1	18180762-The Thng That Hides in the Mud
1510988-Kammar kozo	45909477-Moon Envy	19396608-Rogue Doll	51752072-The Unhappy Ma den
5544074-Kammarwarad	58074572-Mooyan Curry	19048009-Royal Water	93788845-The Wandering Doomed
24389202-Kanikabuto	5784832-Morphen	15452081-Rose Sectare of Dunn	06218789-The Wicked Moon Knight
71207821-Karate Man	35508719-Morph ng Jar	51445091-Road Decay	78423643-Three Headed Geaso
54541900-Karbonia Warrior	79106360-Morphing Jar #2	39239728-Royal Guard	33734493-Three-Headed Zombies
81159446-Kattaji ar	57837057-Mystic Grrzily	26738150-Rude Kaser	31786623-Thunder Dragon
20541432-Key Maze #2	50913601-Mountain	70004673-Ruth Reccesly	49791992-Tiger
88979991-Killer Needle	04915162-Mountain Warrior	15302366-Ryuk shin	80987696-Time Machine
84688841-King flog	21477025-Mr Vo cano	24611934-Ryu Kshin Powered	55137608-Time Sea
09458424-King of Yamimaka	46653737 Mukka Mukka	02964201-RyuRan	71625222-Time Wizard
46266839-Gioctar	14181608-Mudroom Man	73911605-Saber Slasher	85751428-Toad Master
11846020-Koykoy	59300406-Mushroom Man #2	66602787-Sage of the Dark Claw	33878931-Tiger
19405822-Kotodama	56907439-Musician King	32268081-Salamandra	20030859-Toll
67742439-Koumen Dragon	56142351-M-Warrior #1	73051941-Sand Stone	46457024-Tomozaur
5512652-Krossidius	72371455-M-Warrior #2	26202165-Sangan	69570204-Tonygo
56236125-Kumocoto	540988121-Mystic Fox Puppeteer	71146662-Sea Kamen	59381604-Toon Knight
37390589-Kunai with Chain	68517054-Mystic Horseman	32659124-Sea King Dragon	64584984-Toon Mercard
55705804-Kurama	98049515-Mystic Lcan	78059599-Sale of the Ancients	91842653-Toon Summoned Skull
40640057-Kuroran	18161786-Mystic Plasma Zone	22574374-Seber's Blessing	15259703-Toon World
9514139-Kusagae Hercules	95251811-Mystic Probe	11520803-Sectarian of Secrets	80081802-Traitor
95790747-La Jem the Mystical Genie of the Lamp	83011277-Mystic Tomato	23401839-Senn, of the Thousand Hands	75372290-Tota Defense Shogun
99551425-Labyrinth Tank	3515678-Mystical Capture Chain	3819470-Seven Tools of the Bandit	42348802-Trakadon
17358176-Lady of the Lamp	5025844-Mystical Elf	40575313-Shadow Specter	04206964-Trap Hole
94030387-Lala Lvon	36607978-Mystical Moon	54861454-Share the Pain	73731348-Trap Master
46755355-Larvae	32051366-Mystical Sheep #1	52087679-She & a Sword	78780040-Trent
70070720-Laser Cannon Armor	83464209-Mystical Sheep #2	5956346-Shining Fairy	78727521-Trial of Nightmare
6030453-Last Day of Witch	55118639-Mystical Space Typhoon	71950093-Silver Crusher	79759861-Tribute to the Doomed
85602018-Last Wolf	94230224-Need & a Worm	01557499-Silver Snow and Arrow	45442323-Tipwre Beast
4951472-Laughing Flower	81843628-Need & a Worm	901570905-Silver Fang	73731348-Turtle Tige
78322377-Launcher Spider	1415573-Negate Attack	80813171-Tenacious Serpent	29962061-Tin n Long Rods
20394040-Lava Battleguard	01761063-Nekogal #1	60694662-Skelenge	78984772-Twin-Headed Fire Dragon
9023249-Left Arm of the Forbidden One	01761063-Nekogal #2	32358288-Skelgon	94119974-Two-Headed King Rex
44519536-Left Leg of the Forbidden One	90953488-Nemur ko	10222884-Skull Red Bird	5950537-Two-Mouth Drakuler
61854111-Legendary Sword	50530991-Nee the Magic Swordsman	3274490-Skull Servant	88873006-Two-Pronged Arrow
12442442-Leogun	22567659-Nimble Momonga	58448990-Skull Stacker	72848700-Tyhone
10538007-Legion	70570559-Niwator	08327466-Skullburr	56987975-Tyhone #2
52772299-Lesser Dragon	71044499-Nob enemy of Crosscut	4400834-Sleeping Lion	60806431-UFO Tissue
62862521-Light of Intervention	17449108-Nob enemy of Extermination	03798883-S of Machine	91244031-Ultimate Offer ng
49870704-Lightforce Sword	02130625-Nomous Hummer	05036051-Snake Fang	22702005-Umi
9308297-Liquid Beast	74637376-October	28602244-Snakeyashi	82996299-Umi ruka
6168728-Little Chimes	80688138-October	59086033-Snatch Seal	97360161-Unknown Warrior of Fend
42625254-Little D	45121029-Ogre of the Black Shadow	68318136-Soggen	71846195-Uraby
17985575-Lord of D	38861941-One-Eyed Shield Dragon	4420027-Solemn Judgment	48649335-Urta On
95910761-Lord of the Lamp	50866494-Ooguchi	84794011-Solitude	75347539-Valkyrior the Magna Warrior
1881177-Lord of Zemo	95233795-Ookari	23471572-Soldier's Lawbook	35752363-Vermil on Sparrow
81770747-Luminous Spar	02971090-Orion the Battle King	57617178-Son & Bird	50259466-Versus the Destroyer
62210220-Lunar Queen Elzam	82065276-Ocilio Hero	38942059-Son's Ma d	39774685-Vile Germs
98795934-Mabarre	71243143-Ocilio Hero #2	72869010-Sou Hunter	94042337-Violet Ray
25769732-Machine Conversion Factory	74191942-Painful Choice	48582924-Soul of the Pure	15054626-Violet Crystal
46700124-Machine King	7208348-Pale Stone	57573005-Soul Release	93344933-Vishwar Raven
77414722-Magic Jammer	42035044-Panther Warrior	76103675-Sparks	14898065-Vivore Ra der
53119267-Magic Thorn	50512549-Paralyzing Potion	58551308-Spear Cretin	12607053-Wabaku
46474915-Magical Ghost	27911549-Paras to Paras de	18807108-Spellbinding Circle	13945283-Wall of Illusion
81210426-Magical Halls	76252898-Parrat Dragon	5852399-Spoke Scurd	78073992-Warrior Elimination
64389297-Magical Labyrinth	78705123-Patro Role	14033717-Spirit of the Bores	56413931-Warrior of Traditio n
96008713-Magic Arm Shield	20624263-Peacock	80770678-Spirit of the Harp	23424603-Waste and
31560081-Magician of Faith	24433920-Pendulum Machine	12323861-Storm Storm	9332747-Water Element
90313876-Male Valis	36039163-Penguin Knight	08201910-Star Ray	50140050-Water G r
97993707-Madness of the Moonlight	91920745-Penguin Soldier	71726632-Steel Ogre Grotto #1	93344933-Water of the Sea
09074847-Major Riot	38142739-Petit Angel	90908427-Steel Ogre Grotto #2	02483611-Water Omls
99597615-Malevolent Nuzler	75365646-Petit Dragon	13598884-Steel Scorpion	68365898-Waterdragon Fairy
40374921-Mammoth Graveyard	51892742-Pet t Motn	32700081-Steel Shell	37243151-Weather Control
55353434-Man-Eater	40704653-Polymerization	32053463-Storm Pac	72053645-Weather Control
54652250-Man-Eater Bug	55144522-Pot of Greed	64328835-Stone Armadillo	91965884-Whiplash Crow
80727036-Man-Eating Black Shark	77024745-Power of Kashin	15023985-Stone Ogre Grotto	43847744-White Ho
49127943-Man-Eating Plant	33691040-Pragt ca	33102017-Spot Defense	15150371-Wicked Mirror
71273805-Man-Eating Treasure Chest	70828912-Premature Bunal	71068269-Stuffed Animal	77754944-Widespread Rumor
38693495-Manga Ryu-Ran	02549481-Prevent the Fall	55291250-Succuba Knight	97744632-Windwarder of Etaga
29929832-Marine Beast	51307107-Princess of Tururg	70780150-Summoned Skull	98582704-Wing Egg E f
44287299-Masaki the Legendary Swordsman	80214301-Prisman	41422426-Supporter in the Shadows	39175982-Winged Celestial
28933732-Mask of Darkness	47112555-Prohibition	40453765-Swamp Battleguard	87766940-Winged Dragon, Guardian of the Forest #1
1089126-Masked Gorgon	741456-Protector of the Throne	57705758-Sword of the Dragon	92544626-Wings of Wicked Fate
75499502-Master & Expert	07892180-Rhyck's Kappa	73120512-Sword of Dark Destruction	78010336-Witch of the Black Forest
59036972-Mave us	29155212-Pumping the K ng of Ghosts	94895431-Sword of Deep-Steal	80741828-Witch's Apprentice
34442949-Mechanical Snail	74031040-Punished Eagle	61405895-Sword of Dragon's Soul	36304494-Witty Phantom
56688586-Mechanical Soldier	70381610-Queen Bird	72020440-Swords of Revealing .ly	97344632-Windwarder of the Forest
07359741-Mechanical Slader	08179848-Queen of Autumn Leaves	5005633-Swordmaster	17733394-Wood Remains
76211194-Meda Bat	10501497-Queen's Double	38614745-Tailor of the Fiddle	12253117-Wood Suppression
28117254-Mega Thunderba	12580477-Rageki	24625004-Tainted Wisdom	69750536-Wow Warri
22046459-Megamorph	56261010-Raimes	44073693-Talk n' Walk	77238133-Wretched Ghost of the Attic
7500004-Megastorcer	2147810-Jambou Flower	03170832-Takumei	23801333-Yao Kari
3832650-Meotoko	51267887-Raise Body Heat	46247516-Tao the Chanter	10315429-Yaoi Robo
44642904-Mesmeric Control	50516007-Rare Fish	90732302-Temp e of the Sky	76704943-Yamatano Dragon Scroll
44656491-Messenger of Peace	85039493-Ray & Temperature	57935140-Tenderness	59197169-Yami
75646520-Meta-Detector	33066339-Reaper of the Cards	35308043-Terra the Umbrella	71208081-Warrior
02939777-Meta Dragon	35505986-Red Archery Girl	00018644-The 13th Grave	1000045-J-Zame
55998462-Meta Fish	38196962-Red Medicine	24482402-The Wincing Phantom Thief	24311372-Zoa
68339286-Meta Guard an	74435804-Red Eyes B Dragon	71107816-The Bstro B Colher	13339260-Zombie Warrior
68540040-Meta morph	17431387-Re nforcements	41426515-The Cheerful Cth	86100785-Zone Eater



92 March 2006 TIPS & TRICKS



Codes for use with
Action Replay MAX
Game Enhancer (PlayStation 2)
and Action Replay
Game Enhancer (GameCube/GBA)

PlayStation 2

The Chronicles of Narnia:

The Lion, The Witch and The Wardrobe

YVWG-2PB2-1VR23 + TR59-770C-HBW40—[M] Must be on
GZTE-KPRF-TYMCX + PV0Y-VGVN-3CXHN—Infinite health/ammo
WE4P-2MJ9-TN3H2 + 3E92-AY5U-SPOPI—Timer disabled
WCGF-F5ZT-FOUKF + BG9X-AP1B-P50A4—Infinite coins
WQB8-9R58-4AQGH + FZ83-V86A-759V3 + ZNP2-5B1B-F553W—
All levels unlocked

WWE SmackDown vs Raw 2006

W9E0-ZV2B-JXK9H + 8JPW-XFMB-C7URM +
VRM4-EYTH-51VMQ + 76HY-R5HT-6B29M +
F65T-WFFA-QOVOM + X731-BZV5-AYMR4 +
AP6H-AWH4-E37PW + ZKKW-871T-JKRVZ +
OM32-ZV17-I9PK + BF9E-48YM-KKY35 +
TARU-7091-U42NQ + MK3P-9Q6G-4DZD4 +
97RP-4EQJ-U42NQ + MK3P-9Q6G-4DZD4 +
G3Z8-UVF9-WB9F6 + 2708-RQ4G-YTCCV +
CG2H-UVF9-83G66 + KV9C-QB5U YJUB8 +
G3AH-5PBC-9K2J7 + E85U-IMZQ-V3PCT +
TWMD-TB83-POHQD—[M] Must be on
38XK-43FW-UZKP6 + 1E83-M374-ZEAPD + 5Q69-ENC3-BK1KC—
Never tired

7396-JINU-GSYWG + KZ2N-EP9H-NFN8M + 8MW7-22EA-8K903 +
KGPS-WZRG-KPURY—Finisher always available
YH7B-ZG23-GCDKW + ZSVX-6F7R-XWBGZ + 6CKY-QQT2-JE6XP +
ZVVC-GGE3-UPM8 + MJQJ-UNUY-H9KAC—Disable AI
6G90-KQU0-293HA + MQJ2-JN8C-Y2RK7—Max. cash (Profile 1)
9B1R-CTMW-GR4GZ + B3G0-CVVK-P10GC—Max. experience (Pro-
file 1)
WA7G-4EJK-XUU71 + U752-9JHZ-ERQBM—All characters (Profile
1)
A9CY-HZYV-Q9XT5 + P9FW-34X2-R52ZX + 74DF-2G79-W54DD +
ZB4C-XZD2-633X3—All items (Profile 1)

Chaos Field

0801-4FFN-YV11Q + DV1M-PW07-BUJ51—[M] Must be on
DFRE-HB7E-2V49D + NJTK-35GM-649B6—Infinite health
G11X-16MY-TW7Q4 + 8RQW-ACAX-5BT0Q—Infinite credits
HKC4-M8KV-Z173Z + F5Z5-P437-TIYHR—Max. score

The Chronicles of Narnia

The Lion, The Witch and The Wardrobe

Z6CY-F8K0-6HE36 + 2MJ2-MXEM-G73Z5—[M] Must be on
OCGM-U4QA-5WJCR + RXE9-GW81-N4WGU—Infinite health/
ammo
NEU7-CRM3-9VXEU + 6PHN-6BTD-WUWZT—Max./infinite coins
74P9-HZ1B-35MCA + 75VU-V342-X4QO2—Frozen timer
D39X-XWV1-TK1EC + ER9R-KY6E-9FMZX +
GRHW-G2MM-BK774—All levels unlocked

Super Mario Strikers

BUE1-171Z-1TYFA + T0F2-QRH7-P12BP—[M] Must be on
QYJE-EE0H-VBKDM + ECCE-BEF3-KQYQD +
1NVM-0V4D-XR0N3 + NH8R-BD32-F4YR0—Press D-pad Up for
Team 1 victory
KMUQ-47RW-FRODH + KD1P-3AF2-HMV8H +
H04R-DDK1-DQBEA + XTX7-U98A-EUYTD—Press D-pad Down for
Team 2 victory
YVGB-2RJX-KYVWB + T4RE-G4U0-CNV54 + XRGV-VDNV-2QDZA—
Press D-pad Left to end match
257M-UJ9Y-M2366 + 2U1P-86XV-36RRE + 7TMP-YH89-150K9—
Press D-pad Right for more time
56FQ-25C3-MVPTE + 5M86-QTAH-ME970 +
F6GZ-EV1Q-E4HJ0 + 14U8-BOKW-HAOGH +
4KF6-WD76-ROGDU + UCEJ-CHY9-CWUBP—Have all Milestone
Trophies



Codes for use with
**GameShark 2 Video Game
Enhancers (Version 3 or 4 only)**

PlayStation 2

Gauntlet: Seven Sorrows

9809B651-78D00EAD + 2816ED40-83C67A65 + 2816EDA1-
F8AA7AF1 + 28299862-78426965—[M] Must be on
2816EDD8-0196A57C + 2816EDD8-845672A9—Infinite health
2816EDD0-0196A57C + 2816EDD0-845672A9—Infinite mana
2804E18B-0CA57A65—Infinite lives

GUN

9859C554-78223256—[M] Must be on
282B50FB-DBD97AD8—Infinite health
282B970C-0CA57A65—Infinite ammo
282B8CCF-0CA57A65—Infinite drink
282BD3C7-0CA57A65—Infinite Quickdraw
287324F6-1CD1A03E—Infinite cash

The Warriors

980EDAD4-7822866D—[M] Must be on
2816ED0C-A9ACACAD + 2816ED72-68ACACAE +
2816EDA1-F8AA7AF1 + 2816ED78-F1D97A71 +
2838A865-7842696F—Infinite health
2816ED40-0C151402 + 2816EDD8-846D9BE6 +
2816EDD0-0CA57A65 + 2816EDD0-0CA57A65 +
283E7D82-78426965—Infinite Rage
28759E2E-0C517867—Max. points
29E7F674-0CA57AD3—Max. flash
29E7F69C-0CA57AD3—Max. cash
29E7F65A-0CA57AD3—Max. spray paint
29E7F65A-0CA57AD3—Max. cuffs
29E73FFC-0CA57AD3—Max. keys
283C750C-6F497A81—One hit kills Rage

Game Boy Advance

Garfield: The Search for Pooky

9288FF-A22FFE + FCC622-11E94C + 1369C3-6272F9—[M] Must be on
642220-BDC00F—Invincible
E0D086-627D8C—Infinite lives
807207-F2753E—Infinite health
E9D926-DF352E + 1472E7-B0F6CF—Moon Jump
E9D800-EC419A—One mouse needed
872979-7F133A—Have 999 hot dogs
6C9266-FOF40F + 109001-6C525D—Have mouse
0A62D8-4B99A1 + E46264-86F52E—Complete stage

Hi Hi Puffy AmiYumi: Kaznaped

9377AE-F426CC + 6A334A-269519 + 02BC55-3DACA1A—[M] Must
be on
B803F3-A3269E + 150EA1-CAAFCE—Unlock all extras
CD98C-097366 + 3972BE-F39E9C—Invincible
7D52C3-9FACCB—Infinite lives
CD98C-097366 + 288163-0DA40A—Infinite health
76465A-B28FDC + 27A582-44A54A—Infinite health (Bus)
76465A-B28FDC + 83CFD1-1A0F0E—Infinite bombs
CD98C-097366 + CDD854-277859—Infinite jam
997AF4-B76CBA—Have 99 notes
742543-0F8448 + 702562-078408—Stop timer
A3ACD0-3B6A15 + 593BB4-F7B498—Press SELECT + Up to skip
stage

Virtual Sea Monkeys

99503B-E2428C + B253C9-9891A4 + 3CE48C-933733—[M] Must
be on
B1A56C-877837—Access all levels
061EBB-2A0260—Stop time
B1A42D-3CB2F7—Infinite lives
8F2DA3-B0BA1C + B696A9-2A2A63—Press A + B + Up to com-
plete level



BACK ISSUES

2001

March 2001: Star Wars Episode I—Battle for Naboo
The Bouncer, Project Justice, Blaster Master:
Blasting Angel, Phantasy Star Online

April 2001: Dance Dance Revolution
Paper Mario (Part 1), Metal Slug X, Onimusha
Warlords

May 2001: Zone of the Enders
Metal Gear Solid 2 Total Edition, Daytona USA,
Point Blank 3, NBA Hoopz, Paper Mario (Part 2)

June 2001: The Simpsons Wrestling
Dr. Mario 64, Star Wars: Super Bombad Racing,
Pokémon Stadium 2 (Part 1), 18 Wheeler:
American Pro Truckster, Time Crisis: Project Titan

July 2001: Crazy Taxi 2
Mario Party 3, Mat Hoffman's Pro BMX, MTV Music
Generator 2, Castlevania: Circle of the Moon,
Pokémon Stadium 2 (Part 2)

August 2001: World's Scariest Police Chases
Gran Turismo 3: A-Spec, Bloody Rear 3, Sports
Jam, CART Fury Championship Racing

October 2001: Madden NFL 2002
Pokémon Crystal, Power Shovel, Sonic Adventure 2
(Part 2)

November 2001: Spy Hunter
X-Men Mutant Academy 2, Dave Mirra Freestyle
BMX 2, Fortress, Phantasy Star Online Ver. 2

December 2001: Dragon Warrior VII (Part 1)
Time Crisis II, Batman: Vengeance

2002

January 2002: Luigi's Mansion
Oddworld: Munch's Oddysee, Capcom vs. SNK 2,
Mega Man Battle Network, Dragon Warrior VII (Part 2)

February 2002: Super Smash Bros. Melee
WWF Smackdown! "Just Bring It," Metal Gear
Solid 2, Shrek

March 2002: Maximo—Ghosts to Glory
Mega Man X6, Pikmin, Star Wars: Obi-Wan

April 2002: Star Wars: Racer Revenge
Fall Frame, Jet Set Radio Future, Smashing Drive

June 2002: Spider-Man 1
Resident Evil, Guilty Gear, Headhunter, The
Italian Job

July 2002: Dragon Ball Z—The Legacy of Goku
Dragon Ball Z—Collectible Card Game, Medal of
Honor: Frontline, Lost Kingdoms, Hunter: The
Reckoning, Resident Evil, Wipeout Fusion

September 2002: The Mark of Kri
Barbarian, Eternal Darkness: Sanity's Requiem,
Crazy Taxi 3: High Roller

2003

March 2003: War of the Monsters
Phantom of the Opera, Monster Report, Guilty Gear X2

May 2003: Tenchu—Wrath of Heaven
Army Men: Sarge's War, Dynasty Warriors 4, Tao
Feng: Fist of the Lotus, The Legend of Zelda: The
Wind Waker (Part 2)

August 2003: World Wide
Age Escape 2, Outlaw Volleyball, Dragon Ball Z: The
Legacy of Goku II, Wakeboarding Unleashed

November 2003: Mega Man X7
Viewtiful Joe, Dungeons & Dragons Heroes, The
Simpsons: Hit & Run, Teenage Mutant Ninja Turtles

December 2003: Ratchet & Clank
Gong Commando: Kirby Air Ride, SSX3, Star Wars:
Rebel Strike, Castlevania: Lament of Innocence

2004

January 2004: Tony Hawk's Underground
I—Ninja, True Crime: Streets of L.A., Dragon Ball Z:
Budokai 2

February 2004: Final Fantasy X
Mario vs. Donkey Kong, Operation Storm, Monster
Rancher 4

March 2004: Sonic Heroes
Baldur's Gate: Dark Alliance II, Wrath
Unleashed, Maximo vs. Army of Zin,
Metal Slug 5

May 2004: Pokémon Colosseum
Onimusha: Blade Warriors, Ninja Gaiden,
Metroid: Zero Mission

June 2004: Tom Clancy's Splinter Cell—Pandora Tomorrow
Harvest Moon—A Wonderful Life, Siren, Samurai
Warriors

July 2004: Hitman—Contracts
Transformers, Onimusha 3—Demon Siege, Shrek
2, Space Raiders, River City Ransom EX

August 2004: Dragon Ball Z—Supersonic Warriors
Harry Potter and the Prisoner of Azkaban,
Psi-Ops: The Mindgate Conspiracy, Red Dead
Revolver: The Chronicles of Riddick: Escape From
Butcher Bay, Champions of Norrath (Part 4)

September 2004: Spider-Man 2
Star Ocean: Till the End of Time (Part 1), Crimson
Tears, Driv3r, Astro Boy: Omega Factor, Puyo Pop
Fever, Champions of Norrath (Part 5)

December 2004: Need for Speed—Underground 2
Paper Mario: The Thousand-Year Door, Gradius
V, Dragon Ball Z: Buu's Fury, X-Men Legends,
Guilty Gear Isuka

2005

January 2005: Metal Gear Solid 3—Snake Eater
Grand Theft Auto: San Andreas (Vol.1), Halo 2
(Vol.1), Viewtiful Joe 2 (Part 1), Bloodrayne 2,
Metroid Prime 2: Echoes, Gears of War
Generations, Dead or Alive Ultimate

February 2005: GoldenEye—Rogue Agent Spider-
Man 2, Dragon Ball Z: Budokai 3, Metal Slug
Advance, Mario Power Tennis, Grand Theft Auto:
San Andreas (Vol.2), Halo 2 (Vol.2), Viewtiful Joe
2 (Part 2)

March 2005: Star Wars—Knights of the Old Republic II
Shadow of Rome, The King of Fighters
2002/2003, Mercenaries, Resident Evil 4, Grand
Theft Auto: San Andreas (Vol.3), Halo 2 (Vol.3),
SpongeBob SquarePants: Movie

April 2005: Fight Night—Round 2
Super Punch-Out!!, Tenchu: Fatal Shadows, Star
Fox: Assault, Oddworld: Stranger's Wrath, Grand
Theft Auto: San Andreas (Vol.4), Halo 2 (Vol.4)

May 2005: Dragon Ball Z—Sagas
Tekken 5, Gran Turismo 4, Dynasty Warriors,
Psychonauts, Grand Theft Auto: San Andreas
(Vol.5), Halo 2 (Vol.5)

June 2005: Doom III
God of War, Unreal Championship 2, Area 51,
TimeSplitters: Future Perfect, Grand Theft Auto:
San Andreas (Vol.6), Halo 2 (Vol.6)

July 2005: Advent Rising
Kirby: Canvas Curse, Samurai Western, Juleed,
Grand Theft Auto: San Andreas (Vol.7), Halo 2
(Vol.7)

August 2005: Destroy All Humans!
Medal of Honor: European Assault, FlatOut,
Killer 7, Riviera: The Promised Land, Grand Theft
Auto: San Andreas (Vol.8), Halo 2 (Vol.8)

September 2005: Full Alchemist 2—Curse of the
Crimson Elbow
Fantastic 4, Conker: Live & Reloaded, Graffiti
Kingsman, Grand Theft Auto: San Andreas (Vol.9),
Halo 2 (Vol.9)

October 2005: The Incredible Hulk—Ultimate
Destruction
Barkwatch, Indie Prophecy, Mario Superstar
Baseball, Grand Theft Auto: San Andreas
(Vol.10), Halo 2 (Vol.10)

November 2005: Marvel Nemesis—Rise of the
Imperials
Mortal Kombat: Shaolin Monks, Pokémon XD:
Gale of Darkness, Burnout: Revenge, Phoenix
Wright: Ace Attorney, Grand Theft Auto: San
Andreas (Vol.11), Halo 2 (Vol.11)

December 2005: Call of Duty 2—Big Red One
Shadow of the Colossus, Trauma Center: Under
the Knife, Star Wars: Battlefront II, Grand Theft
Auto: San Andreas (Vol.12), Halo 2 (Vol.12)

January 2006: Castlevania—Curse of Darkness
Shadow the Hedgehog, Sonic Rush, The Legend
of Heroes, Grand Theft Auto: San Andreas
(Vol.13), Halo 2 (Vol.13)

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DO YOU KNOW THE SECRET OF THE

MYSTERY CODES?

SUPER NINTENDO **#59 BUBSY II**

The Code: At the title screen, press Up, Y, Y, Y, Down; you'll hear a sound effect to confirm the code.

What We Know: This code is entered in exactly the same way as the rest of the *Bubsy II* cheat codes, but there is one slight difference: It gives a different confirmation sound. It might be hard for you to hear, because there's a lot of other sounds happening in the background, but it definitely triggers a "boing" sound effect. What does this classic Mystery Code do? Can you solve the mystery?

MYSTERY CODES
SOLVED!

OK, so we don't have a lot of new Mystery Codes for you to check out, but we do have some *Tips & Tricks* hats to give out. Several of our readers have come through with the correct solutions to Mystery Codes from previous issues, and we've been able to verify that their answers are correct. These codes can now be added to our tips archives for posterity:

Blade Brown of White Lake, Michigan was the first reader to solve Mystery Code #51 for *The Warriors*. Blade correctly deduced that the one of the two codes (Up, Δ , L3, SELECT, \times , L2 on the PS2, Up, Y, White, BACK, A, Left Trigger on the Xbox) gave your character unlimited stamina (sprint ability), and the other code (Down, \square , Left, \times , L1, SELECT on the PS2, Down, X, Left, A, Right Trigger, BACK on the Xbox) made your character temporarily invincible. (Both codes are entered during gameplay.) We had lots of entries for this one—especially after somebody posted the codes on the 'net—but Blade's letter had the earliest postmark.



Mystery Code #52 for *Dragon Ball GT: Transformation* on the Game Boy Advance was cracked by Trevor Farriss of Jensen Beach, Florida. Trevor was the first to let us know that the first of the two codes (Up, Down, Left, Right, Up, Down, L, R, A, B, entered during gameplay) makes your character invincible, while the second code (Up, Down, Down, Up, Left, Right, Right, Left, L, R, R, L, B) allows you to defeat enemies or break objects with just one hit. This was another very popular Mystery Code, but Trevor beat everybody else to the post office.



If you've got some back issues piling up in your bedroom, you might want to check out the Mystery Codes we've run in the past; a lot of them are still unsolved. Here's a list of the Mystery Code numbers that have been cracked: #2, #5, #9, #11, #13, #14, #21, #27, #31, #32, #37, #39, #43, #47, #50, and now #51 and #52. All of the other Mystery Codes from previous issues are still waiting to be solved, and some of them have more than one code assigned to the same number.

If you were beat by one of the above winners, then we wish you better luck next time; most Mystery Codes winners make it here first by just a single day!

**CRACK
THE CODE
AND WIN
A PRIZE**

Think you've got what it takes to beat the *Tips & Tricks* editors at our own game? Test out these codes for yourself; if you're the first person to tell us exactly what they do, we'll send you your very own *Tips & Tricks* cap and print your name right here so all the world will know that you were the one who solved the mystery. No guesses, now—you must describe the difference in the game that results from entering the code so we can verify that your answer is correct. Send your answers to:

Tips & Tricks Mystery Codes
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

Please note that these codes may not have any effect at all; there's a very strong possibility that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise.

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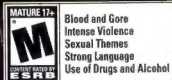
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